Covered [illegible] Marble

THE

Court Gamester:

Or, FULL and EASY

INSTRUCTIONS

FOR

Playing the GAMES now in Vogue after the best METHOD; as they are played at COURT, and in the ASSEMBLEES, *viz.*

OMBRE, in all its Branches. PICQUET. } And, The *Royal Game* of CHESS.

WHEREIN

The *Frauds* in Play are detected, and the *Laws* of each GAME annexed to prevent Disputes.

Written for the Use of the Young PRINCESSES.

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PREFACE.

GAMEING is become ſo much the Faſhion amongſt the *Beau-Monde*, that he who, in Company, ſhould appear ignorant of the Games in Vogue; would be reckoned low bred, and hardly fit for Converſation.

Therefore I have taken the Pains to compile this little Treatiſe, in order to teach the *Three* Principal Games, *viz.* OMBRE, PICQUET, and the Royal Game of CHESS.

I think the Method laid down is ſo plain and eaſy, that a Perſon of a very common Capacity may quickly learn theſe *Three* Entertaining Games.

Firſt, As to OMBRE. This Game is variouſly played, according to the Humours of the Company, or the Stakes they play for; therefore, that the Reader may not be ignorant of any Part of it, he will find it here deſcribed in all its Branches: And we have reduced it to Chapters, or Heads, that he may not be puzzled, by running from Article to Article, without Method.

It may be objected, perhaps, that we enlarge in ſome Places upon Things that have been touched on before: But it muſt be conſidered, that this Eſſay is wrote in favour of thoſe *who have no Notion at all of the* GAME; and to theſe, we conceive, nothing can be made too plain. Beſides, it will be found, that we never ſpeak of a Thing a *ſecond time*, but where it has not been ſufficiently explained *before*.

As

As for thoſe who have already *ſome Notion* of the *Game*, this eaſy Method will ſoon make them *Maſters of it*.

They who play it *Well*, will find the *Rules* here laid down ſo exact, and with ſo much Juſtice, as readily to decide thoſe frequent Diſputes which happen about the *Laws* of the *Game*.

There is likewiſe, for the Uſe of Learners, a Table of all ſuch *Games* as may with Prudence be played.

But becauſe the *Terms* may ſound a little barbarous to ſome Ears, and leſt the Ignorant ſhould think they are *Terms* of *Magick*, we have placed them all in a ſeparate Table, with their Explanations.

Secondly, The Game of PICQUET is Taught, as it is now played in the beſt Companies: The Method is ſo eaſy, that I think nothing can be added to explain it farther.

Thirdly, The Royal Game of CHESS (which ſome maintain to be as Old as *Troy*, and that it was invented by the *Grecian* Captains to divert their tedious Evenings at the Siege of that Famous City) requires *Art* and *Stratagem*, and relieves the Mind, when wearied with the Fatigue of Buſineſs.

In the Practice of this *Game*, a Perſon meets with a great many *odd Events*, which give the ſame Sort of agreeable Surprize, that we are moved with at the *happy Incidents* in a *Comedy*. By the ſhort Account we have given of it, any Perſon that once ſees the *Men* placed upon the *Board*, may learn to play; but to be excellent in it, requires a ſuitable Genius, and good Obſervation.

R. S.

THE

Court Gameſter.

The Game of OMBRE, *by Three.*

THIS Game owes its Invention to the *Spaniards*, and has in it a great deal of the Gravity peculiar to that Nation. It is called *El Hombre*, or *The* MAN. It was ſo named, as requiring Thought and Reflection, which are Qualities peculiar to Man, or rather alluding to him who undertakes to play the Game againſt the reſt of the Gameſters, and is called, *The* MAN. To play it well, requires a great deal of Application; and let a Man be ever ſo expert, he will be apt to fall into Miſtakes, if he thinks of any thing elſe, or is diſturbed by the Converſation of thoſe that look on.

Attention and Quietneſs are abſolutely neceſſary, in order to play well. Therefore, if the Spectators are diſcreet, they will be ſatis-

fied with the Pleaſure of ſeeing it played, without diſtracting the Gameſters.

What I have ſaid, is not to perſuade any, who have a Mind to learn it, that the Pleaſure is not worth the Pains: On the contrary, it will be found the moſt delightful and entertaining of all Games to thoſe who have any thing in them of, what we call, the *Spirit of Play.*

There are many Ways of playing at *Ombre*; it is ſometimes played with *Force Spadille*, or *Eſpadille Force*; ſometimes Two Perſons, ſometimes Three, ſometimes Four, and ſometimes Five; but the general Way is by Three. Of this kind of Play we ſhall treat firſt, the reſt we ſhall explain in their Turns.

The Number of the CARDS.

THIS Game is played with forty Cards: You may buy, from the Card-Makers, Packs made up on purpoſe for this Game; otherwiſe, you may take an entire Pack, which conſiſts of fifty-two Cards, and throw out all the Eights, Nines, and Tens, of the four Suits, which make twelve, and there will remain forty; this is an *Ombre* Pack.

The

The Natural Order of the CARDS.

WHAT I call the natural Order of the Cards, is, their ſeveral Degrees when they are not Trumps.

The Term *Trump* comes from a Corruption of the Word *Triumph*; for wherever they are, they are attended with Conqueſt.

Of Cards there are two Colours, *Red* and *Black*; the two Black are *Spades* and *Clubs*.

The Order of *Spades* and *Clubs* is the ſame as in other Games, in a natural Deſcent: King, Queen, Knave, Seven, Six, Five, Four, Three, Two.

It is to be obſerved, that the two *Black Aces* are not reckoned in their natural Order of the Cards among their own Suits, becauſe they are always *Trumps*; as we ſhall explain hereafter.

The two *Red* Colours are *Hearts* and *Diamonds*, which in their Order are quite contrary to the *Black*; but this Difference is ſoon underſtood.

The *King*, *Queen*, and *Knave* keep their natural Ranks, but the reſt are quite reverſed; for the loweſt Card in the *Red-Suits*, ſtill wins the higheſt.

To comprehend this at one View, and to ſee every Card's Value, peruſe this Table.

Black.	Red.
King	*King*
Queen	*Queen*
Knave	*Knave*
Seven	*Ace*
Six	*Two*
Five	*Three*
Four	*Four*
Three	*Five*
Two.	*Six*
	Seven.

Obſerve, that there are ten Cards in *Red*, and but nine in *Black*, by reaſon, as we have ſaid before, the *Black Aces*, which are always *Trumps*, are not to be reckoned.

The Order of the CARDS *when they are* Trumps.

IT is neceſſary to remember what was ſaid before, that the two Black Aces are always Trumps, let us play in what Colour we will: Thus whether Hearts, Diamonds, Clubs, or Spades be Trumps, the Ace of Spades is always the firſt Trump, and the Ace of Clubs the third.

The Ace of Spades is called *Spadille*, or *Eſpadille*, the Ace of Clubs *Baſto*.

Thus the firſt and the third Trump are conſtantly fixed, then the only Difficulty is to find out the ſecond.

It

It is to be obſerved, that whatever Colour we play, that which is the worſt Card in its natural Order (that is to ſay, when it is not Trumps) becomes the ſecond Trump; as the Duce of Spades, when we play in Spades, is the ſecond-beſt Trump, and is called *Manille*, and the Duce of Clubs, when Clubs are Trumps.

When we play in *Red*, the ſeven of Hearts, or Seven of Diamonds, is the ſecond-beſt Card; that is to ſay, the Seven of Hearts when we play in Hearts, and the Seven of Diamonds when we play in Diamonds; and is likewiſe called *Manille*.

There are, as we have ſhewn, four *Manilles* upon the Cards; that is to ſay, two in *Red*, and two in *Black*; but they are never called *Manilles*, but when the Suits to which they belong are Trumps: As for Example, when we play in Spades, the Duce of Spades is *Manille*; if in Clubs, the Duce of Clubs; if in Hearts or Diamonds, it muſt be the Seven.

There is one Obſervation remains; which is, concerning the *Red Aces* when we play in *Red*, we muſt take Notice that they change their Place.

Thus when we play in Hearts, the Ace of Hearts takes place of the King, and is the fourth Trump; as likewiſe does the Ace of Diamonds when we play in Diamonds; and are called *Puntos*.

But it muſt be remembered, that it is only when they are Trumps that they are called by this Name; at any other Time they are only in the Degree we have placed them in the foregoing Table.

For the better underſtanding the Nature of the Trumps, obſerve the following Table, where they are placed in their Order.

Black.	Red.
Spadille, or the Ace of Spades.	*Spadille*, or the Ace of Spades.
Manille, the Duce.	*Manille*, the Seven.
Baſto, or the Ace of Clubs.	*Baſto*, Ace of Clubs.
	Punto, the Red Ace.
King	*King*
Queen	*Queen*
Knave	*Knave*
Seven	*Duce*
Six	*Three*
Five	*Four*
Four	*Five*
Three	*Six*

Thus you may ſee by this Table, that there are twelve Trumps in *Red*, and but eleven in *Black*.

How

How the Trump *is made at* Ombre.

THE Trump at the Game of *Ombre* is not made by turning up a Card, as at other Games.

But after the Cards are dealt, every one examines his Game, and ſpeaks in his Turn.

For Example, we will ſuppoſe that you are Eldeſt Hand, and that you have for Game, *Spadille*, the *Duce* of Spades (that is, *Manille*) *Baſto*, the *Seven* and the *Three* of Spades; you will find, upon Examination, that you have three *Matadores* and two *Trumps*, which is a very good Game: We will ſuppoſe that the other two have no Game at all; you are to ask *if they play*, that is underſtood, if they *play* without *taking in*, which we ſhall explain hereafter. They anſwer, *No*: Then you are to ſay, *Spades* are *Trumps*, and make your *Diſcard* accordingly. This is the Manner of making the Trump; what I ſay of the Eldeſt Hand, is the ſame with the other two, when thoſe that are to ſpeak firſt, have ſaid, *Paſs*.

Thus the Trump is made by him who undertakes the Game, in whatſoever Suit he finds his Game the ſtrongeſt.

But the Perſon that plays muſt always name the Trump, before he looks at the Cards he takes in; for if he ſhould happen to turn them up, tho' he ſhould not ſee them before the Trump

Trump is named, then either of the other two may name it; and he ſhall be obliged to play in that Suit, let it be what it will.

If the *Ombre* ſhould name two Colours at the ſame Time; then the Perſon who ſits at his Right-Hand ſhall chuſe which of thoſe two Colours he thinks fit, and the *Ombre* ſhall be obliged to play in that Suit.

In this Caſe the *Ombre* ſhall have the Liberty of looking at his *Diſcard*; and if he has put out any of that Suit which is named for him, he may take them in again, provided the Cards he took in, are not joined to the reſt of his Game: If ſo, he has not this Liberty.

The Perſon who undertakes the Game, is called The *Ombre*.

It is neceſſary to be very exact in naming the Trump: For Example; if a Perſon who intends to play in Clubs, ſhould ſhew three Cards that he puts out, a Heart, a Spade, and a Diamond, and ſay, You may know my Trump by what I put out; this will not be ſufficient, and the others may name it, as if he had not ſpoke at all: For ſometimes in that Caſe, a Man may put out a Trump to deceive others.

All theſe Formalities are grounded upon Reaſon, therefore Miſtakes muſt fall to the Prejudice of him who makes them; becauſe it is ſometimes difficult to diſcern between Miſtake and Deſign, and if theſe were permitted

mitted to be retracted, it would give Occaſion to a great deal of unfair Play, therefore all Equivocations are diſallowed.

As wiſe Law-givers only conſider the publick Good, and tho' ſometimes the Innocent may ſuffer by the Severity of an Act, yet the greateſt Evil muſt be conſidered and prevented.

If after the *Ombre* has looked at the Cards he takes in, he recollects that he did not name the Trump; if the other two ſhould forget to ſpeak before him, he may name it then without incurring any Penalty.

Of the Matadores, *and their Privilege.*

THE Word *Matador* in *Spaniſh* ſignifies *Murderer*; they are ſo called becauſe they never give Quarter.

There are but three Cards that are properly called *Matadores*; theſe are *Spadille*, *Manille*, and *Baſto*; which are three principal Trumps in whatever Suit we play.

The *Spadille*, is always the Ace of Spades.

The *Manille*, as we obſerved, is not fixed, but changes according to the Colour we play in, as in *Red* it is the Seven, in *Black* the Duce.

The *Baſto*, is always the Ace of Clubs.

The Privilege of a *Matadore*, is, that it is not obliged to pay Obedience to an inferiour Trump;

Trump; that is, you are not obliged to play it, tho' a Trump lead: One Example will make this plain.

Suppoſe I have in my Hand *Baſto*, without any other Trump, and the Leader ſhould play the King of Trumps, I am not obliged to play my *Baſto*, but may play any other ordinary Card that is not a Trump.

Here the King is inferiour to *Baſto*; but if the Leader ſhould play *Spadille*, or *Manille*, there *Baſto* muſt come down, if you have no other Trump; for every Card muſt pay Reſpect to its Betters.

But you muſt obſerve, that *Spadille*, or *Manille*, muſt be the Card firſt played.

For Example; if I have *Baſto* unguarded in my Hand, and am to play laſt; if the Leader ſhould play the King, and the ſecond *Spadille*; here I am not obliged to play *Baſto*, becauſe *Spadille* did not lead.

Another Privilege of *Matadores*, is, that whoever has them ſhall be paid a Counter for each, by the other two Gameſters.

But it is only the *Ombre* that can be paid for *Matadores*, nor is he to be paid for any Number leſs than Three.

Formerly, if the *Ombre* was *Beaſted*, and the *Matadores* were in another Hand, he was obliged to pay to that Perſon who had them; but this is out of Uſe now.

So

So if I loſe the Game with three *Matadores* in my Hand, I am to pay three Counters to each of my Antagoniſts.

Hitherto we have only ſpoke of theſe three *Matadores*; *Spadille*, *Manille*, and *Baſto*: but it muſt be obſerved, that thoſe Trumps which immediately ſucceed theſe, when they happen to meet in the Hands of The *Ombre*, uſurp the Name of *Matadores*, and muſt be paid as ſuch.

For Example. If I have *Spadille*, *Manille*, *Baſto*, *Punto*, *King*, *Queen*, and *Knave*; I have ſeven *Matadores*, and muſt receive ſeven apiece from my two Oppoſites: And if the *Duce* and *Three* ſhould be joined to theſe, they make nine, and I muſt be paid accordingly; but this is to be underſtood if we play in either of the *Red-Suits*.

There can be no *Punto*, when we play in either of the *Black-Suits*; becauſe the Aces, which are the *Puntos* in *Red*, in *Black* are otherwiſe diſtinguiſhed.

Thus when the *Ombre* wins his Game, he muſt be paid for his *Matadores*, whatever Number he has; if he loſes he muſt pay the others, ſtill obſerving that theſe *Matadores* muſt be *Sequents*, otherwiſe they are not to be paid at all.

The Manner of Diſpoſing *the* Game.

THERE is no Neceſſity for marking up your Game at this Play, becauſe every Deal decides the Game; however, Counters muſt be uſed inſtead of Money, to mark the Stakes you play for.

You muſt diſtribute to every Player a certain Number of *Fiſhes* or *Counters*; ſuppoſe nine *Fiſhes* and twenty *Counters* to each.

A *Fiſh* is a *Counter* made in the Shape of a *Fiſh*, to diſtinguiſh it from the other *Counters*, and is generally made to be worth ten *Counters*.

The next Thing to be ſettled, is the Price of your *Counters*, which muſt be according to the Sum you intend to play for, as a Crown, Half a Crown, a Shilling, or Sixpence each.

The Deal is ſettled thus. One Perſon taking the Pack, turns up a Card in the middle of the Table; and afterwards gives a Card a-piece round, and whoever has the higheſt Card of that Suit which lies in the Middle, is the firſt Dealer. Another Way is, by giving Cards round, and whoever has the firſt *Black Ace*, deals firſt.

The

The Manner of Dealing *at* Ombre.

WE have explained to you the Value of a *Fiſh*; now you are to lay down one a-piece before the Deal begins.

After the Dealer has ſhuffled the Cards, he muſt lay them down to be cut by the Perſon on his Left-Hand, and then deal, by giving firſt to the Perſon on his Right-Hand.

This Way of Dealing is peculiar to this Game; at all other Games you begin at the Left.

The Dealer is to give three, and three round, till he has dealt nine a-piece. Obſerve, That if he ſhould by Miſtake, or otherwiſe, give the Cards in any other Manner, he will be obliged to deal again.

When he has thus dealt, there will be thirteen Cards left, which he is to lay down at his Right-Hand. If you ſhould all *paſs* (which often happens) then every one is to lay down a ſingle *Counter*, and the next Perſon deals.

The *Counters* laid down for your *Paſſes*, are not to be mixed together; but every one lays his own juſt before himſelf: The Reaſon of this is, that if there be any wanting, it may be decided without Diſputing, who has omitted laying down.

Suppoſe

Suppoſe the Perſon at the Dealer's Right-hand, that is, the Eldeſt Hand, has a good Game, he asks this Queſtion, *Do you give me Leave*, or *do you play without taking in?* If they have bad Games, they anſwer, *Paſs.*

Then he diſcards two, three, or more Cards, according to the Strength of his Game; and taking up the Remainder of the Pack, he ſerves himſelf with as many Cards from thence as he has laid out; then laying his *Diſcard* at his Left-Hand, where the Pack lay before, he places the Remainder in the Middle of the Table, ſtill remembring to name the Trump before he takes in.

The meaning of this Formality is, that whenever the Cards lie at a Man's Left-Hand, you know by that, he is to play firſt, and to be the next Dealer.

If in dealing the Cards, there happens to be one *faced*, the Dealer is to go on without Interruption; unleſs it happens to be a *Black Ace*, in which Caſe he is obliged to deal again.

But if the Dealer ſhould *turn* one of the Cards, then it is at the Choice of him it belongs to, either to receive it, or make him deal again; unleſs it is a *Black Ace*, then it is a Rule that the Cards muſt be dealt again.

If there happens to be a great many Cards *faced*, they muſt be dealt again.

If

If The *Ombre* plays *Sans-prendre*, and there happens to be a Card *faced* in the Stock, the Deal is to go for nothing.

If the Dealer ſhould give ten Cards, either to himſelf, or any one elſe, he muſt deal again, if they demand it.

But it is different in reſpect of the other two; for they may play, tho' they have ten Cards dealt them, provided they declare it before they *take in:* In which Caſe they are obliged to *lay out* one Card more than they *take in*; for if they have ten Cards after they have *taken in*, they are *Beaſted*, and ſo they muſt be likewiſe, if they ſhould *take in* without declaring they have ten Cards.

As to thoſe who *paſs* with ten Cards in a Hand, it is differently played; with ſome it is a *Beaſte*, with ſome it is not.

When a Man at the Sight of his Cards ſees nothing Good in his Hand, he is apt to examine no farther; therefore I think it a little ſevere to be *Beaſted* only for not diſcovering one's Cards.

The *Spaniards* play it with ſo much Severity, that if a Man ſhould ſay, *I have ten Cards, I paſs*, he is *Beaſted*; but We play more like Chriſtians.

Therefore the Cuſtom is now, and I think it is the moſt equitable Way, that a Man is never *Beaſted*, unleſs he has ten Cards after he has taken in.

If the Perſon who has ten Cards dealt him, has a Mind to play *Sans-prendre*, he muſt ſhuffle his

his Cards, and one of the Company ſhall draw out a Card at Hazard, and put it amongſt thoſe which they diſcard.

The Rules we have laid down for ten Cards, are the ſame with eight, becauſe the Reaſon is the ſame.

He that has but eight Cards, and would play *Sans-prendre*, muſt with eight Cards win enough for his Game: If he *takes in* with eight Cards, he may take in one Card more than he lays out.

The Manner of Playing SOLO: *Or,* Sans-prendre.

TO play *Solo:* Or, *Sans-prendre*, is to play without *diſcarding*; for this, you muſt have a Game, by which you may propoſe to win five Tricks.

If The *Ombre* wins his Game when he plays *Sans-prendre*, he is to receive three Counters a-piece from each of the Others.

If he loſes it, he muſt pay Them three Counters a-piece, for in all Things there muſt be an Equality between the Loſs and the Gain.

Obſerve, that the *Sans-prendre* and the *Matadores* muſt be asked for, before the Cards are Cut for the next Deal; for after that, no Demand can be made.

But

But it is otherwiſe concerning the *Beaſte*, which may be demanded at any Time, while you are playing the next Deal.

The Meaning of this is, that the *Beaſte* belongs to the Board, and the others are paid immediately to the Gameſters.

If it be the Eldeſt Hand that plays *Sans-prendre*, he only names his Trump, and the reſt make their Diſcards, as we have ſaid before. If he has an infallible Game, as for Example, five *Matadores*; he may ſhew them upon the Table, and that is ſufficient without naming the Colour.

If the Eldeſt Hand ſhould ask the Queſtion, *Do you give me Leave?* And one of the others intending to play *Sans-prendre*, anſwers, *No, you muſt do more:* In this Caſe he is not allowed to diſcard, but ſtill has the Preference of playing *Sans-prendre*, as being firſt.

But if the Eldeſt paſſes *Sans-prendre*, he who anſwered him is obliged to play ſo.

If one ſhould name his Trump without firſt having asked Leave, he ſhall be obliged to play *Sans-prendre*, tho' he did not intend it.

But this Severity does not reach to the Youngeſt Hand; becauſe the other two muſt paſs, before it is his Turn to ſpeak.

If before the Eldeſt Hand has ſpoke, either of the other two ſhould diſcard, and without asking Leave, name a Trump; if he has not ſeen his Cards, the Eldeſt Hand may oblige him to play *Sans-prendre*, or keep his Preference

rence of playing ſo himſelf, or elſe ask Leave, as he ſhall think fit: If he has ſeen the Cards he takes in, he may either oblige him to play, or have the Cards dealt over again; for the eldeſt Hand muſt not loſe his Preference.

The Manner of Diſcarding.

WHEN The *Ombre* plays *Sans-prendre*, it is very eaſy for the other Two to diſcard: He that is firſt may take eight or nine; but thoſe that underſtand the Game, take care to diſcard ſo, that the Game ſhould not be divided.

Therefore when The *Ombre* does not play *Sans-prendre*, he that diſcards next to him, ought not to go to the Bottom of the Cards, unleſs he has a *Matadore*, or elſe ſome ſtrong Trumps, with Kings.

What I mean by going to the Bottom, is, that he ought to leave at leaſt five Cards to him that takes laſt; otherwiſe, he will ſpoil all, by dividing the Trumps, which is a ſure Way of giving the Game to The *Ombre*.

Then, it lies upon the Diſcretion of him who diſcards next to The *Ombre*, to judge whether he has a Probability of winning three or four Tricks; otherwiſe, he ſhould leave five Cards to the laſt, as I have ſaid before.

There-

Therefore I do not think a *Matadore*, without any other Trumps, or Kings, a Pretence for taking in a great many Cards: When this happens, the five Cards ſhould be left to him who is to diſcard laſt.

It is to be conſidered, that the two who play againſt the *Ombre* are in the Condition of Partners at Whisk, and are to aſſiſt each other all they can.

I ſaid before, that he who goes to the Bottom of the Cards ſhall propoſe to win four Tricks; I don't mean by this, that he ſhould have four, as ſure Tricks, as if he were *Ombre*, for that ſcarce ever happens: All that I mean, is, if he has a good Appearance; for the third Perſon is to aſſiſt him in making the *Gano* of his Kings, and forcing the Trumps of the *Ombre*.

If the *Ombre* does not play *Sans-prendre*, he diſcards firſt, the Perſon upon his Right next, and ſo the third; if he plays *Sans-prendre*, the Diſcard is to begin at the Right, and ſo on.

In Diſcarding there is no Regard had to the eldeſt Hand, but after the *Ombre* it goes on to the Right.

The *Ombre* ſhould be very attentive in obſerving how the others diſcard, and remember which of them takes in moſt Cards, for he may judge by that where the Strength of the Game againſt him lies: In this Caſe, if he finds he is not ſtrong enough to win five Tricks, he muſt

endeavour to give two Tricks to him whom he judges the weakeſt of the two.

If after they have all taken in, there ſhould be a Card left, he who diſcarded laſt may ſee it, if he pleaſes; in which Caſe, all the reſt have the ſame Liberty: But if he does not, and either of the other two ſhould look at it, that Perſon is beaſted.

If one of the Gameſters ſhould take in a Card more than he lays out, he is not beaſted for this: If he has not looked at his Cards, he is to return the laſt Card.

If they are mixed with the reſt of his Cards, one of the other two ſhall draw a Card at Hazard out of his Game, and put it into the Stock.

If he ſhould take one too few, it is much the ſame thing; if the Stock is ſtill upon the Board, he may take a Card; if they are all taken in, he muſt draw one by chance out of the Diſcard.

The Manner of Playing the Cards.

WHEN all have *diſcarded*, the eldeſt Hand plays firſt. After that, whoever wins the laſt Trick, plays next, as it is practiſed at all other Games.

And, as I obſerved, that you deal at this Game contrary to all other Games you play

ſo

ſo too; the Play always takes its *Tour* from the Right.

If you have not a Card of that Suit which leads, you are not obliged to play a Trump, but you may do it for the Convenience of your Game.

When one of thoſe that defend the Stake demands *Gano* of his Comrade, he ought to give it, if he can.

The Meaning of *Gano* is, I *Win:* Or, *Let it paſs*; ſo that he who demands *Gano*, may be ſuppoſed to have the beſt Game, and the other ſhould paſs the Trick to him.

For Example; If the *Ombre* ſhould play a Spade, and one of thoſe that defend the Stake ſhould play the Queen, and ſay *Gano*, or *Gano del Re*, his Comrade ought not to play the King; but in this Caſe he ought to have a ſmall Spade in his Hand, otherwiſe he muſt play the King, upon the Pain of being beaſted.

If after one has called *Gano*, his Comrade ſeems to heſitate, or make a Difficulty of it; he may call to him three times very earneſtly, *Yo Gano ſi ſe puede*; which is, *You muſt let me have it if you can.*

It muſt be obſerved, that the Formality of the Game is ſuch, that no Terms muſt be made uſe of but theſe; all Words that are equivalent are forbid: But *Gano* muſt never be demanded, but to defend the Stake; for he that ſhould call it with a deſign to

win *Codille*, would in *Spain* be thus anſwered, *No ſe deve por Dios*; i. e. *It is not loſt, by G—d.*

When one of thoſe who defend the Stake, raps his Hand upon the Board in delivering his Card; it is to be underſtood as a Signal to his Comrade to play a high Trump to force out the *Ombre*'s Trumps. *Note*, That this is not held unfair, for the Game allows it.

Formerly, if a Man played out of his Turn, he was beaſted; but at preſent it is not ſo, unleſs it be ſo agreed.

If you ſhould ſeparate one Card from the reſt of your Game, ſo that the *Ombre* ſhould ſee it, he may, if he pleaſes, oblige you to play it; provided that in playing it you do not make a *Renounce*.

As it is of great Conſequence in this Game to know the Number of Trumps, and how many are out; every one has the Liberty of examining his own Tricks, and thoſe of others: This is permitted on all Sides, as often as any ſhall think fit, though there be no Trump played.

If the Pack ſhould not be true, the Game goes for nothing, if it be diſcovered in playing the Cards; but if it be not found out till after the Game is played, it ſtands good.

Of the BEASTE.

THE *Beaſte* is made whenever he who undertakes the Game (that is to ſay, the *Ombre*) does not win.

To win the Stake, the *Ombre* ought to make five Tricks.

Except five Tricks are divided betwixt his two Opponents; that is, when one wins three, and the other two; in this Caſe four Tricks are ſufficient.

He is likewiſe *beaſted*, who plays with more or leſs than nine Cards.

A Man is *beaſted* that makes a *Renounce*; but it is not a *Renounce*, when one by Surprize has thrown down a wrong Card upon the Table: Even when the Perſon who wins the Trick, has played again for a ſecond Trick, if he has not folded up the firſt, he who played wrong, may recover his Card, and play again; but after the Trick is folded up, it is too late, and he muſt ſubmit to the *Beaſte*.

When one finds out that another has *Renounced*, and that it is a Prejudice to his Game, he may oblige every one to take their Cards back, and play over again, beginning with that Trick where the *Renounce* began.

But if the Deal be finiſhed, the Cards muſt not be played over again.

If one ſhould *Renounce* ſeveral times in one Deal, he ſuffers a *Beaſte* for every *Renounce*.

All the *Beaſtes* that are made in one Deal, muſt lie together upon the Board, and be played for the next.

If one ſhould be Beaſted for playing with ten Cards, and the *Ombre* for not winning his number of Tricks; theſe are two *Beaſtes*, which, with the Stake upon the Board, make three Stakes: And they are to be laid together, and played off the next Deal, unleſs they are ſeparated by Agreement.

He that makes many *Beaſtes* in one Deal, may put them all to one Stake, if he pleaſes, and the others cannot hinder him.

He that in taking his Cards from the Stock, ſhould, by letting a Card drop, or otherwiſe, ſhew one, is Beaſted.

Obſerve, that all *Beaſtes* which are made, of whatever Nature they are, muſt be of the ſame Value with that which the *Ombre* is to take up, if he wins, whether it conſiſts of one, two, or more Fiſhes: Therefore thoſe Gameſters who play with Caution, take care of ſuffering by Overſights; and after they take in the Cards from the Stock, always tell them before they look at them, leſt they ſhould have more or leſs than nine.

Obſerve alſo, that the Tricks may be variouſly divided, according to which one either ſaves, or makes a *Beaſte*.

There

There are but two Ways for the *Ombre* to win, which we have ſpoke of already: Now we are enumerating how many Ways he may loſe, or be Beaſted.

When the Players win three Tricks a-piece, the *Ombre* is Beaſted; and this is what is called the *Remiſe* by three.

When the *Ombre* wins four Tricks, and one of thoſe that defend four Tricks, the *Ombre* is likewiſe Beaſted; and this is alſo called, *Remiſe*, *Riſpoſte*, or *Repueſte*.

Therefore he who defends the Stakes, and has not a Game by which he may almoſt depend upon winning at leaſt three Tricks, ſhould avoid winning above one; but aſſiſt his Comrade in getting four Tricks, in order to Beaſte the *Ombre*.

When there are many *Beaſtes* upon the Board, that which was laid down firſt, is to be taken up firſt; afterwards, that which is of the higheſt Value.

When the *Ombre* makes but four Tricks, and one of the Defendants five; or when the *Ombre* makes but three Tricks, one of the others four, and the third two, the *Ombre* is Beaſted; and he who wins more Tricks than the *Ombre*, takes up the Stake: And this is what is called winning the *Codille*, of which we ſhall treat by itſelf.

Of the Codilla, *or* Codille.

THE *Codille* is, when one of thoſe who defend the Stake, wins more Tricks than the *Ombre*; in this Caſe the *Ombre* is not only Beaſted, but he who wins *Codille*, takes up that Stake which the *Ombre* played for.

He who aſpires at *Codille* ſhould play with Honour, and as I obſerved before, never demand *Gano*, when he is ſure of winning four Tricks; but as there is no Penalty in this Caſe, all the Defence we can have againſt ſuch People, is to play with them no more.

If the *Ombre* ſhould demand *Gano*, though it were to hinder the *Codille*, he is Beaſted.

Some, as ſoon as they have diſcarded, and ſeen the Cards they take in; if they find a very bad Game, will give it up, and yield themſelves Beaſted, in order to prevent the *Codille*: But this does not ſeem fair; and as it is not any Part of the Game of *Ombre*, there is no Rule provided in this Caſe: However, it is never done among thoſe who would value themſelves upon their good Manners.

Therefore in Honour, I think there is but one Way of diſappointing a *Codille*, and that is by good Play.

When it happens that one of the Gameſters by his Play may either give the *Ombre* his

his Game, or give the other the *Codille*, he ſhould chuſe rather to give the *Codille*, and let the *Ombre* be Beaſted: The Reaſon is, that when the *Ombre* wins, he robs the Board of the Stake; but in the other Caſe he lays one down, for that which the *Codille* takes up.

If he who aims at *Codille*, ſhould call *Gano* at his fourth Trick, when he is ſure of a fifth, he ought not to draw the Stake; and upon ſuch Occaſions, I have often ſeen when it has been left; but, as I ſaid before, there being no Law for it, it depends upon the Honour of the Gameſters.

The Manner of Marking *at this Game.*

I HAVE obſerved before, that a *Fiſh* is generally valued at Ten Counters, or ſometimes twelve, juſt as the Gameſters pleaſe; but this Variety can never puzzle any Perſon. There are likewiſe other Degrees of Counters, ſome of which are valued at three Counters, ſome ſix, *&c.* which are contrived for the greater Eaſe of paying at Play; but we ſhall only ſpeak of the Fiſhes and Counters here, for it is but ſeldom that any other Sort are uſed at this Game.

When you begin to play, every one is to ſtake a *Fiſh*, placing it juſt before him; theſe are three Stakes, which are to be played

for at three Deals: As for Example; when the *Ombre* wins his Game, he takes up a *Fiſh*; if the *Ombre* wins a ſecond Game, he takes up another; then there remains one upon the Board; the Perſon who is *Ombre* the third time, though he wins his Game, takes up nothing, but plays to enrich the Board, and has only the Advantage of obliging the other two, to lay down a Fiſh each, without laying down himſelf; ſo that it may be ſaid, he plays upon the Proſpect of future Gain.

But now we will ſuppoſe it another Way; as for Example; if he that is firſt *Ombre* ſhould be Beaſted, then he is to lay down a *Fiſh*, which he is to place a-croſs one of thoſe that lay upon the Board before: Then it is called a double Stake, and will appear in this Manner.

So if there ſhould be three ſucceſſive *Beaſtes*, there will be as many double Stakes, which muſt be all croſſed as that above.

Whenever the *Ombre* plays for a double Stake, if he loſes his Game, he is doubly Beaſted.

When ſeveral *Beaſtes* happen in one Game, we have given Directions already how they are to be diſpoſed of.

You muſt obſerve, that the ſingle Stakes muſt be played off before the double, in regard they were firſt laid down. When

When all have examined their Cards, and no-body undertakes the Game, that is, when all paſs; every one muſt lay down a ſingle Counter, and this as often as all paſs.

When the Paſſes increaſe, and every one has a Number of Counters before him, as many of them muſt be put together as will make a Stake, either ten or twelve, according to the Value of a Fiſh; and this is to be done as often as the Paſſes increaſe to a Number ſufficient for a Stake.

Of the VOLE.

WHEN one Perſon gains all the nine Tricks, it is called winning the *Vole*.

The Advantage of winning the *Vole*, is, that he who is ſo happy as to gain it, ſweeps the Board, let there be ever ſo many Stakes upon it.

But ſuppoſe there is but one Stake upon the Board, either double or ſingle; in this Caſe, he who wins the *Vole*, gains double what lies upon the Table.

As for Example; if there be a Stake of two *Fiſhes*, and two Counters before each Player, which were laid down for the *Paſſes*, each of the other two ſhall pay him who wins the *Vole*, one Fiſh and three Counters, which makes the Stake upon the Board dou-

ble: But, as I ſaid before, if there be more Stakes than one upon the Board, he who wins the *Vole* muſt be content with them, without receiving any thing from the other two Gameſters.

If many *Beaſtes* were made in one Deal, which by Conſent, or by him who made the laſt *Beaſte*, are put together, this is but one Stake, and he who wins the *Vole*, ſhall have it made up double to him by the other two, as was hinted before.

It is very difficult to win the *Vole*, and therefore it ſhould never be undertaken but upon a very good Title; for he who once engages in it, is obliged to go forward.

When the *Ombre* has won his five Tricks, and plays down one Card more, without ſaying any thing, he engages for the *Vole*; in this Caſe his two Adverſaries have their Liberty of ſhewing each other their Game, and conſulting how to defend it.

If he who undertakes the *Vole* ſhould miſcarry, the other two ſhall divide between them what lies upon the Board, but he ſhall pay them nothing; on the contrary, if he plays *Sans-prendre*, or has *Matadores* in his Hand, he is to be paid for them, though he takes up nothing.

What I have ſaid concerning the Advantage of winning the *Vole*, is not always fixed, for ſometimes it is a great deal more; but that depends upon the Humour of the Gameſters,

ſters, and according as they agree to it before they begin to play.

Of the Continuance *of the* GAME.

AS this Game requires a great deal of Application, it is neceſſary to ſet ſome Limits to the *Continuance* of the Play; therefore the Gameſters generally agree beforehand how many *Tours* or Stakes they will play for, as ten, twenty, thirty, forty, more or leſs: After which, if any of them be diſpoſed to leave off, he may throw up the Cards without Offence.

Every Stake you play, you ſet aſide a Counter to mark the *Tours*, and ſo on, till they amount to the Number you agreed to play; but you muſt obſerve that a *Codille* is not to be marked as one.

After you have played your Number of *Tours*, you may go on to the firſt *Beaſte*, and this is often practiſed; but if any of the Gameſters ſhould refuſe this, you have no Reaſon to complain of him.

If one of the Gameſters, through Peeviſhneſs, or for any other Cauſe, ſhould throw up the Cards, before the *Tours* agreed upon are played out, he is obliged to pay, not only his own Loſings, but likewiſe what either of the others loſe, and the Cards.

Theſe

These Rules are always practiſed among Perſons of Honour; but when a Man finds himſelf engaged with two Sharpers, it will be no Wonder if he meets with other Uſage.

The different Games *that may be played.*

NOTHING puzzles Beginners ſo much, as to know when they may venture to *play*, and when they ſhould *paſs*. To remove this Doubt as much as we can, I have marked down here all the ſmall Games which a Man may venture to play.

The general Rule is, that to undertake the Game, a Man ſhould have three ſure Tricks; for the moſt that can be expected from taking in three or four Cards, is to win two Tricks more; and, as I have before obſerved, for the generality you muſt have five Tricks to win.

But when a Man is perfect Maſter of the Game, and can by his Addreſs manage it ſo as to divide the Tricks between his Adverſaries, he may venture to play a bold Game.

Here follows a *Detail* of the ſmalleſt Games that can be played: We will begin with the black Colours, *Clubs* and *Spades*; but I ſhould firſt obſerve to you, that with the Three *Matadores*, you are always to play in any Colour, therefore it is needleſs to mark them down as a Game.

GAMES

GAMES which may be played in BLACK.

I.

Manille, the Duce.
Baſto, the Ace of Clubs.
King.
A ſmall Trump.

II.

Spadille, the Ace of Spades.
Baſto, the Ace of Clubs.
King.
A ſmall Trump.

III.

Spadille, the Ace of Spades.
Manille, the Duce.
King.
A ſmall Trump.

IV.

Spadille, the Ace of Spades.
Manille, the Duce.
1 Trump.
2 Trumps.

V.

Spadille, the Ace of Spades.
Baſto, the Ace of Clubs.
Queen.
Seven.

VI.

Manille, the Duce.
Baſto, the Ace of Clubs.
Queen.
1 Trump.
2 Trumps.

VII.

Spadille, the Ace of Spades.
King.
Queen.
Knave.
Seven.

VIII.

Manille, the Duce.
King.
Queen.
Knave.
Seven.

IX. *Baſto*,

IX.

Baſto, the Ace of Clubs.
King.
Queen.
Knave.
Seven.

X.

Manille, the Duce.
Baſto, the Ace of Clubs.
Seven.
Six.
Five.
Four.

XI.

King.
Queen.
Knave.
Seven.
Six.
Five.

XII.

Spadille, the Ace of Spades.
King.
Five.
Four.
Three.

There are many other Games upon the Cards, but it is impoſſible to enumerate all: However, by theſe you may judge what Games you may venture to go upon.

Take Notice, that all the Cards I name muſt be of the ſame Colour, except the Black Aces.

Obſerve, that a King is never to be put out, tho' of a different Colour, and it is held to be better than a ſmall Trump.

GAMES which may be played in RED.

I.

Spadille, the Ace of Spades.
Manille, the Seven.
Punto, the Ace of Trumps in *Red*.
1 Trump.

II.

Baſto, the Ace of Clubs.
Manille, the Seven.
Punto, the Ace of Trumps.
1 Trump.

III.

Spadille, the Ace of Spades.
Baſto, the Ace of Clubs.
Punto, the Ace of Trumps.
1 Trump.

IV.

Spadille, the Ace of Spades.
Manille, the Seven.
King.
Queen.

V.

Spadille, the Ace of Spades.
Manille, the Seven.
Knave.
Three.
A *King*.

VI.

Spadille, the Ace of Spades.
Baſto, the Ace of Clubs.
King.
Queen.
Knave.

VII. *Baſto*,

VII.

Baſto, the Ace of Clubs.
Punto, the Ace of Trumps.
King.
Queen.
Knave.

VIII.

Manille, the Seven.
Punto, the Ace of Trumps.
King.
Queen.
Knave.

IX.

Manille, the Seven.
Baſto, the Ace of Clubs.
King.
Queen.
1 Trump.

X.

Manille, the Seven.
Baſto, the Ace of Clubs.
Knave.
Duce.
Three.
Four.

XI.

Spadille, the Ace of Spades.
Baſto, the Ace of Clubs.
King.
1 Trump.
A *King*.

XII.

Note, That the Directions we have given for playing in *Black*, are to be obſerved when you play in *Red*; but with this Difference, that as there are more Trumps in *Red* than in *Black*, your Game ſhould be ſomething better when you play in *Red*, becauſe there are more againſt you.

Obſerve,

Obſerve, that the Games we have marked here, are the ſmalleſt that can be played upon the Cards. There are an infinite Number of good Games, which we think needleſs to reckon up, becauſe we ſuppoſe no-body will heſitate at a good Hand.

You muſt obſerve likewiſe, that you muſt have a better Game when you are to play ſecond, than if you were to lead, or play laſt; for when you are thus hemmed in, you will find it very hard to diſengage yourſelf, unleſs you have a good Game. This Diſadvantage you will ſoon find out by a little Play.

Thus we have drawn you up a Set of Games that may be played with diſcarding: Now we ſhall ſhew another Set, which may be played *Sans-prendre.*

Games in *Black*, which may be played *Sans-prendre.*

I.

Spadille, the Ace of Spades.
Manille, the Duce.
Baſto, the Ace of Clubs.
King.
1 Trump.
A Renounce.

II.

Spadille, the Ace of Spades.
Manille, the Duce.
Queen.
Knave.
Two Kings.
A Renounce.

III. *Spadille*,

III.

Spadille, the Ace of Spades.
Manille, the Duce.
Baſto, the Ace of Clubs.
King.
Two Kings.

IV.

Spadille, the Ace of Spades.
Manille, the Duce.
Baſto, the Ace of Clubs.
Three Trumps.
A Renounce.

V.

Baſto, the Ace of Clubs.
Manille, the Duce.
Queen.
Knave.
Two Trumps.
King.

VI.

Manille, the Duce.
Baſto, the Ace of Clubs.
King.
Three Trumps.
A Renounce.

VII.

Baſto, the Ace of Clubs.
King.
Queen.
Knave.
Seven.
Six.
A *King*.

VIII.

King.
Queen.
Knave.
Seven.
Six.
Five.
A *King*.

IX. *Spadille*,

IX.

Spadille, the Ace of Spades.
King.
Queen.
Seven.
Six.
Four.
A *King*.

X.

Manille, the Duce.
King.
Queen.
Knave.
Seven.
Four.
A King.
A Renounce.

Games in *Red* which may be played *Sans-prendre*.

I.

Spadille, the Ace of Spades.
Manille, the Duce.
Baſto, the Ace of Clubs.
3 Trumps.
A King.

II.

Spadille, the Ace of Spades.
Manille, the Duce.
Baſto, the Ace of Clubs.
King.
1 Trump.
A King.

III.

Spadille, the Ace of Spades.
Manille, the Seven.
Punto, the Ace of Trumps.
Queen.
1 Trump.
A King.

IV.

Manille, the Seven.
Baſto, the Ace of Clubs.
Queen.
Knave.
2 Trumps.
A King.

V. *Baſto*,

V.

Baſto, the Ace of Clubs.
Punto, the Ace of Trumps.
3 Trumps.
A King.
A Queen guarded.

VI.

Punto, the Ace of Diamonds.
King.
Queen.
Knave.
Duce.
Three.
Six.
A King.

VII.

Manille, the Seven.
Baſto, the Ace of Clubs.
Punto, the Ace of Trumps.
3 Trumps.
A King.
A Renounce.

VIII.

Spadille, the Ace of Spades.
Punto, the Ace of Diamonds.
King.
Queen.
2 Trumps.
A King.
Queen guarded.

A Good Player will venture to play upon a weaker Game when he is to lead, or play laſt, than when he is ſecond, as I obſerved before of Diſcarding.

Now I have laid down all the Rules of the Game of *Ombre*; but notwithſtanding all my Directions, let a Perſon play with ever ſo much Judgment and Caution, he will often find himſelf diſappointed in his Game; for Fortune

Fortune will have a Hand in ſmall Things as well as great, ſo that it is not to be expected that the beſt Gameſters ſhall always win; you may loſe upon a very good Game, when all the Trumps that are againſt you, fall into one Hand; on the contrary, when they happen to be divided, you may win a very ſmall Game. I once ſaw a very good Player that loſt a Game with four *Matadores* and three *Kings*: You will imagine the Cards muſt be very ſtrangely diſpoſed; for it happened that the eight Trumps which were againſt him (I ſay eight, for he played in *Red*) were all in one Hand; ſo that his Kings being all trumped, he won but four Tricks.

I think I have offered all that can be ſaid upon the Subject of *Ombre*; I have laid down the eſſential Parts of the Game, ſo that any Perſon may teach himſelf to play, who will take the Pains to peruſe this Book. But as there are frequent Diſputes ariſe at *Ombre*, and People are ſeldom ſatisfied with the Judgment of the Standers-by; I have added a Table of all the Rules and Articles of the Game; which will decide Diſputes very impartially.

Now we are only to ſpeak of the different Sorts of *Ombre*.

Of

Of La Eſpadilla por Fuerca, *that is*, Force Spadille, *or* Eſpadille Forcé.

THIS Manner of playing at *Ombre* may be diverting enough where People play for nothing, becauſe *Beaſtes* happen almoſt continually, and the *Codille* is often won when it is leaſt expected; but where People play for Money, it is quite different: For *Ombre*, which is a Game of Art and Judgment, when it is thus played, degenerates into a Game of Chance; and Conduct can be of no Uſe to a good Player, who finds *Spadille* in his Hand very ill attended.

It is played like the Game at *Ombre* we have deſcribed; every one ſpeaks in his Turn, and if all *paſs*, then he who has *Spadille* in his Hand is obliged to *play*, let his Game be ever ſo bad; therefore when the others have paſſed, he has nothing to do but to name his Trump, and to diſcard.

But he who has *Spadille* may *paſs*, to ſee if either of the other Two will put him out of his Pain, and *Play*; if they do not, he muſt *Play*, as is ſaid before.

When all *paſs*, and no-body owns *Spadille*, the Cards that are left muſt be examined; and if it be not in the Stock, it muſt be in ſome Hand: In this Caſe, he who has it, and

and did not own it, incurs a *Beaſte*, and the Deal is not to be played, becauſe the Cards were ſeen.

This is all that can be ſaid of this Sort of *Ombre*, which is ſeldom played for Money, becauſe indeed it ſpoils the Game.

Of Gaſcarilla, *or* Gaſcarille.

THIS is a new Way of playing at *Ombre*, and is ſeldom practiſed but where People play for Trifles. The Method of it is thus: When all have paſſed, one Perſon declares to play *Gaſcarille*; then that Perſon lays out eight Cards, and after having taken in, and examined his Game, he names the Trump of that Suit in which he is the ſtrongeſt.

Sometimes he who plays *Gaſcarille* lays out all nine; and obſerve, that he is obliged to lay out at leaſt eight.

If he wins his Game, he is to receive three a-piece for *Gaſcarille*; if he loſes it, he pays them three a-piece.

He pays, or receives, for *Matadores*, as at the other Games of *Ombre*.

Of the WHIM.

THIS is another odd Way of playing at *Ombre*, and ſeems to be invented for Variety Sake; it is thus:

When all have paſſed, one declares to play the *Whim*; that Perſon is to turn up the Top-Card of the Stock, and whatever Suit that happens to be of, is his Trump, and he is obliged to abide by it.

Then he diſcards, and takes in what Number he pleaſes, and the Card turned up muſt be one of them.

The Perſon who plays thus, if he wins his Game, receives nothing for playing the *Whim*, nor pays any thing if he loſes it.

He pays, or receives, for *Matadores*, as at the other Games of *Ombre*.

Of Quadrille, Quintille, *and* Single Ombre *between* Two.

THE *French*, ever fond of Novelty, and equally fickle in their Dreſs and Diverſions, have inoculated ſeveral Cyons upon the *Spaniſh* Root of this *Game* of OMBRE.

QUADRILLE, or *Ombre* by FOUR, varies from *Ombre* by THREE, in having all the forty Cards dealt out, to each Perſon ten apiece, thus: Twice Three, and once Four; or once Four, and twice Three, as the Dealer pleaſes; but the Cards muſt not be dealt out *One* and *One*, or *Two* and *Two*, as ſome raw Players irregularly practice.

If any Card whatever be *turned*, the Deal is loſt, becauſe no *Diſcarding* is allowed in this Game. There

There is no *Forfeit* upon *loſing* the *Deal*, the Dealer being only obliged to deal the Cards over again. *Quadrille* in moſt Reſpects follows the Laws and Rules of the other Games of *Ombre*, excepting one Variation called, *Au Roy rendre*, i. e. *The* King *given up*, which is, that the Perſon who has the *King* that was *called*, is at Liberty to *give* up his Majeſty to the *Caller*, who in return muſt give him another Card out of his Game.

There are ſome Perſons who will play at this Branch of *Ombre*, by dealing out *Ten* Cards a-piece, between *Three*, and this, in downright *Iriſh-Phraſeology*, they call *Three-handed-Quadrille*, which in plain *Engliſh* is, *Four-handed-Ombre* played by *Three* Perſons. But this, ſilly Manner, rather deſerves our Ridicule, than any other Notice.

I ſhall next proceed to QUINTILLE, which, according to the new Method of playing it, is brought as near as poſſible to the Laws of QUADRILLE.

QUINTILLE, or *Ombre* by FIVE, is a very entertaining Game, when it is played as it ſhould be.

It is different from *Ombre* by THREE in many Reſpects; and ſome think it more diverting, becauſe it does not require ſo much Attention. The Manner of playing it, is as follows:

Firſt you are to ſettle the Deal in the ſame Manner as at *Ombre* by Three; then every one ſtakes down a *Fiſh*: The Dealer is to

give eight Cards a-piece, dealing them firſt by three and three, and then by two a-piece: By this you will find there can be no Diſcard, becauſe the Cards are dealt out.

When the Cards are dealt, every one ſpeaks in his Turn, the eldeſt Hand firſt, and ſo on.

They ask Leave at the Game, in the ſame Manner as at *Ombre* by Three; and tho' there are no Cards left to take in, the Term *Sans-prendre* is uſed, which we ſhall explain preſently.

If the four firſt *paſs*, the youngeſt Hand is obliged to play, let his Game be ever ſo bad.

The *Ombre* is obliged to win five Tricks, otherwiſe he is Beaſted.

Thus when the Cards are dealt, and one upon his Examination finds he has a good Game, he asks Leave, the reſt *paſs*; then he names the Trump, and calls in a King to his Aſſiſtance: The Perſon who has the King in his Hand which he calls upon, is to aſſiſt him like a Partner.

If betwixt them both they can make up five Tricks, the *Ombre* wins; then he takes two *Fiſhes*, and the Auxiliary King takes one.

If the Number of *Fiſhes* to be taken up ſhould be even, they are to be equally divided betwixt them.

If they win but three Tricks, it is a *Remiſe*; then the *Ombre* is to lay down two, and the Auxiliary King one.

If

If they win but three Tricks, they loſe *Codille*; in which Caſe the three Defendants are to take up a *Fiſh* each.

Obſerve, that the youngeſt Hand, who (as I ſaid before) is obliged to play when the reſt have *paſſed*, may call in a King to his Aſſiſtance.

He who has a Game ſtrong enough to play *Sans-prendre*, may name his Trump after thoſe who are elder in Play have ſpoke.

To play *Sans-prendre* is to play ſingle, without calling in a King to your Aſſiſtance.

He who plays *Sans-prendre*, muſt alone win five Tricks, or be *Beaſted*; and obſerve, that the other four are all to join againſt him.

If he who plays *Sans-prendre* wins, he is to receive three Counters from each of the others, for playing *Sans-prendre*; if he loſes, he pays them as much.

If he has three *Matadores*, he is to receive three a-piece from each of the other Gameſters; but if he ſhould have five, ſix, or ſeven, he is to be paid for no more than three.

Obſerve, that the *Ombre* is beaſted when he does not get his five Tricks, tho' the reſt of the Tricks ſhould be ſo divided that none of his Oppoſites ſhould win more than two; and it is the ſame when the *Ombre* plays with the Aſſiſtance of a King.

When the *Ombre* wins the *Vole*, he takes all that lies upon the Table, let there be ever ſo many *Beaſtes*, and he is to receive a *Fiſh* from each of the others for the *Vole*.

It has been ſaid before, that when you begin to play, every one is to lay down a *Fiſh*, which in all makes five *Fiſhes*, he who is *Ombre* the firſt time is to draw but two, and leave three for the laſt Stake.

And when I ſaid before, that the *Ombre* who plays with the Aſſiſtance of a King, was to draw two *Fiſhes*, and the King one, it was ſuppoſing they played for the laſt Stake; if for the firſt, they are to draw but one a-piece.

Obſerve, that when the Defendants win *Codille*, and there are four or five *Fiſhes* to be taken up, they muſt firſt take one a-piece, then he of the three who had the ſtrongeſt Trump takes up another. If after this there ſhould remain another, he of the other two who has the beſt Trump ſhall take it.

And becauſe this Game is very quick, and a great deal of Money may be loſt; in Companies that are not diſpoſed to play for much Money, they lay aſide their *Fiſhes*, and only uſe their Counters, and lay down two or three Counters for a Stake juſt as they agree.

When the *Ombre* with his Auxiliary King is beaſted the firſt time, and the Defendants win *Codille*, they are to draw one a-piece; yet the *Ombre* with his Partner ſhall be beaſted but in two, that is, one a-piece, which ſhall be added to the two that remain, and be played for at once, the next Deal.

When

When the *Ombre*, who plays with the Aſſiſtance of a King, wins the *Vole*, the Defendants ſhall pay him a *Fiſh* a-piece, if they play with *Fiſhes*, if not, ten Counters, unleſs they otherwiſe agree: And in the caſe of a *Vole*, if the number of Stakes to be drawn is unequal, the Auxiliary King ſhall have the Benefit of the odd one; but in all caſes except that of a *Vole*, the odd one goes to the *Ombre*.

The *Vole* may be undertaken without any Hazard at this Game, for he that fails, incurs no Penalty.

The *Ombre* is always beaſted as much as he ſhould take up if he were to win, except in the caſe of the *Codille*, which we hinted before.

Matadores are not paid unleſs they are three, nor then if they are not in one Hand: If the *Ombre* has them, he is only to be paid for them, and the King his Ally receives nothing.

On the contrary, if the King has them, he is only to be paid, and the *Ombre* is to receive no part of the Profit.

And by the ſame Rule he who has the *Matadores*, when they loſe the Game, pays the Defendant, and his Partner is to bear no ſhare in that Loſs.

The moſt entertaining Part of this Game is, when the King who is called for aſſiſtance, does not diſcover himſelf; this ſo puzzles the *Ombre*, that frequently he favours another for his own King: His Miſtake ſometimes

is not diſcovered till the End of the Deal, which proves a great Diverſion where People are not much concerned for the Stakes they play for.

He that has the King called upon, whenever he is to lead, ſhould play Trumps; and the Reaſon is, that the Trumps being devided into five Hands, they can have but few a-piece, and he is to preſume that the *Ombre* has the moſt: This is held the beſt way of favouring the *Ombre*, who when his Adverſary's Trumps are all out, may make his Kings, or ſmall Trumps.

He that renounces is beaſted.

If the Cards are dealt wrong they muſt be dealt over again, but it is no Penalty.

This is all that concerns the Game of *Ombre* by five. If any Difficulty or Diſpute ſhould ariſe, you are to follow the ſame Rules that are obſerved at *Ombre* by Three or Four. *Laſtly*,

Single-OMBRE, as played between two Perſons only; is a Method of Play, that has very little in it diverting: Nevertheleſs it is ſometimes played when a *Third* Perſon is wanting, and People do not know how otherwiſe to divert themſelves. It may be of ſome Uſe to teach Beginners how to diſcard and play the Cards.

The Manner of Play, is exactly the ſame with the other *Ombre*.

Firſt,

First, You must take an entire Suit out of the Pack, either *Diamonds*, or *Hearts*, it is indifferent which; then there will remain *Thirty*.

You are to deal eight Cards a-piece, beginning with three and three, and last of all with two a-piece; when this is done, there will remain twelve in the Stock, out of which the *Ombre* is to take as many as he pleases, the other may take the rest.

When the Trump is named, you are paid for *Matadores*, and lay down for your *Passes* here as you do at *Ombre* with *Three*, and in every Respect it is just the same.

The *Ombre* is to win five Tricks to gain the Stake: When the Tricks are divided by four a-piece, it is a *Remise*; if he who defends wins five Tricks, he wins *Codille*.

To conclude, you are to take Notice that the general Rules of *Ombre* are the same, whether you play the Game between Two, Three, Four, or Five Persons, or *Espadille Force*, only with these Differences that we have explained; so that the following Terms will serve for all.

I can only say, that by these Directions any Person may learn to play, but I cannot promise them that they shall play well, for that must depend upon Genius and Experience.

Now after all that is said, the *Original Ombre* by THREE, is much more agreeable, than any of these new *Grafts* with which the *old Stock* has been loaded.

Terms *peculiar to the Game of* Ombre.

I. *TO go to the Bottom:* That is, when he who takes in next to the *Ombre*, takes ſo many Cards, that he does not leave five to him who is to take in laſt.

II. The *Baſto:* is the Ace of Clubs, which is always the third Trump, in whatſoever Suit you play.

III. The *Codille:* is when one of thoſe that defend the Game againſt the *Ombre* wins the Stake.

IV. To name the Trump: is when the *Ombre* ſays, I play in *Hearts*, *Diamonds*, *Spades*, or *Clubs*.

V. The Diſcard: are the Cards laid out, which are always to be placed at the right-hand of the Dealer.

VI. *Spadille*, or *Eſpadille:* is the Ace of Spades, which is always the firſt Trump, in whatever Suit we play.

VII. *Eſpadille Force*, or *Forced Eſpadille:* is, when it is agreed before you begin, that he who has *Spadille*, ſhall be obliged to play, if the reſt will not.

VIII. To force the *Ombre:* is, when he that plays before the *Ombre*, plays a high Trump, in order to force the *Ombre* to play a higher to win it.

IX. The *Gano:* is as much as to ſay, Paſs it, or leave it to me.

X. *Ombre:*

X. *Ombre:* is not only the Name of the Game, but alſo the Perſon who names the Trump and plays; for the Stake is called The *Ombre.*

XI. *Manille,* is either the Duce in Black, or the Seven in Red, and is always the ſecond Trump.

XII. *Matadores:* are the three principal Trumps ſo called, which are *Spadille, Manille, Baſto.*

XIII. *Matadores* Single: is when they are to be paid ſingle; for Example, when you are to be paid but one Counter for each.

XIV. *Matadores* double: is when you agree to pay two a-piece for *Matadores.*

XV. Falſe *Matadores:* two *Matadores* without the third, are ſo called, but are never paid.

XVI. *Punto:* is the Ace of Hearts, when Hearts are Trumps; and the Ace of Diamonds, when Diamonds are Trumps.

XVII. *Sans-prendre:* is to play without Diſcarding, or taking any in.

XVIII. *Sans-prendre* Single: is when you are to receive but three Counters, for playing *Sans-prendre.*

XIX. *Sans-prendre* Double: is when you agree to pay Six for playing *Sans-prendre.*

XX. *Remiſe:* is when the *Ombre* is Beaſted, and no-body wins *Codille.*

XXI. *Remiſe* by three: is when the *Ombre* is Beaſted by your winning three Tricks a-piece.

XXII. To Renounce: is when you do not follow Suit, and have ſome of that Suit in your Hand.

XXIII. To make *Renounces:* is when in diſcarding, you lay out an entire Suit, to be able to Trump a King.

XXIV. *Repueſta, Repoſte:* is the ſame thing as *Remiſe.*

XXV. The Stock: are the Cards that are left, which you take in after, and Diſcard others.

XXVI. The *Tours:* are the Number of Deals you agree to play, but remember that a *Paſs,* or a *Codille,* is not reckoned for a *Tour.*

The LAWS *relating to* OMBRE.

I. IF the *Ombre* forgets to name his Trump, and has looked at the Cards he took in, one of the others may name it for him.

II. If the two Defendants ſhould ſpeak both together, and one name one, and the other another Suit, you muſt play in that Suit which was named by him who ſits upon the Right-hand of the *Ombre.*

III. When the *Ombre* forgets to name his Trump, or names one Suit for another by Miſtake, he may take in his Diſcard again, provided, the Cards he took in from the Stock, are not mixed with the reſt of his Game.

IV. Tho' the *Ombre* has ſeen his Cards, if he prevents the others, and names a Trump before them, it is good.

V. The

V. The *Ombre* muſt be very exact in naming his Trump.

VI. You are not obliged to play a *Matadore* upon a ſmall Trump, and may *Renounce* if you have not an inferior Trump.

VII. A Superior *Matadore* forces an Inferior, if you have no other Trump to play to it.

VIII. You cannot *Renounce* with any Trumps in your Hand, except the three *Matadores*.

IX. A Superior *Matadore* does not force an Inferior, unleſs it leads.

X. *Matadores* are not to be paid, unleſs they are in the Hands of the *Ombre*.

XI. You cannot demand to be paid for *Matadores*, or *Sans-prendres*, after the Cards are cut for the next Deal.

XII. There is no Time preſcribed for the *Beaſte*, and it may be taken while the next Deal is playing.

XIII. The Cards muſt be dealt no Way but by three and three.

XIV. If one of the Black Aces be turned up in dealing, there muſt be a new Deal.

XV. If the Card ſeen be any thing but a Black Ace, the Deal is good.

XVI. Whether the Dealer, or another, turns the Card, it is the ſame Thing.

XVII. If a great many Cards are turned up in dealing, they muſt be dealt again.

XVIII. He that has ten Cards dealt to him, cannot play.

XIX. He

XIX. He that has but eight Cards dealt to him, cannot play.

XX. He that has eight or ten Cards dealt to him, may play, if he gives Notice that he has too many, or too few.

XXI. He that passes with ten Cards in his Hand, is not *Beasted*; unless he has so many, after he has taken in, when another plays the Game.

XXII. He that has ten Cards, may play *Sans-prendre*, if he did not deal; but one of the others is to draw a Card out of his Hand at hazard.

XXIII. He that has but eight Cards, may play *Sans-prendre* with his eight Cards, if he gives Notice.

XXIV. If one of the Players turns up a Card of the Stock, and looks at it, he cannot play, but the others may.

XXV. If he that has a sure Game, and plays *Sans-prendre*, shews his Game without naming his Trump, he may take up the Stake.

XXVI. He who names his Trump, without first having asked Leave, is obliged to play *Sans-prendre*, let his Game be ever so bad.

XXVII. If the youngest Hand names his Trump without asking Leave, he is not obliged to play *Sans-prendre*, if the others have passed.

XXVIII. If any Cards remain after all have taken in, he who left them may see them; and if he does, the other may.

XXIX. If

XXIX. If any of the others ſhould look at the Cards left, when he who left them did not, he is *Beaſted*.

XXX. He that in taking in his Cards, ſhould take more than he laid out, is not *Beaſted*, if he has not looked on them, but he is obliged to put them back.

XXXI. If he has mixed them with the reſt of his Cards without ſeeing them, one of the others ſhall draw out of his Cards at hazard, as many as he took above his Due.

XXXII. He who takes leſs than his Number, may take the reſt at any time while the Stock is upon the Table; but if they are all taken in, he muſt draw as many as he wants from among the Diſcard.

XXXIII. He that has none of the Suit that leads, is not obliged to play a Trump.

XXXIV. He that plays out of his Turn, is not *Beaſted*, but it is reckoned bad Play.

XXXV. If the *Ombre* ſees a Card in either of the others Hands, he cannot oblige him to play it; no Card is played, till it is upon the Board.

XXXVI. Every one has the Liberty of examining another's Trick, to ſee what is out.

XXXVII. If the Pack be falſe, and it is found out in playing, the Deal goes for nothing.

XXXVIII. Tho' the Pack be falſe, if the Deal be played out, it is good.

XXXIX. He that Renounces is *Beaſted*.

XL. When

XL. When any one has renounced, every one is to take back his own Cards, and it is to be played over again, provided the Cards are not played out.

XLI. Several *Beaſtes* made in one Deal, may be played off the next.

XLII. When there are ſeveral *Beaſtes* upon the Board, the higheſt *Beaſte* is played off firſt, after the firſt Stake.

XLIII. He that can win four Tricks without calling *Gano*, ought not to call it.

XLIV. The *Ombre* is never to call *Gano*.

XLV. The *Ombre* ought not to give up, without playing the Cards, let his Game be ever ſo bad.

XLVI. When the Players mark differently either for their Stakes, or Paſſes, all are obliged to mark equal with the higheſt; and the *Beaſtes* muſt be accordingly.

XLVII. He that gains a *Vole*, wins twice as much as lies upon the Board, if there be but one *Beaſte*.

XLVIII. If there are many *Beaſtes* upon the Board, he takes all, and is to be paid no more.

XLIX. If there are a great many *Beaſtes*, which, by Conſent, or becauſe they were made in one Deal, are put together, he that wins the *Vole* ſhall be paid as much more.

L. The *Vole* is undertook, if after one has won his five Tricks, he plays down another Card.

LI. If

LI. If he who undertakes the *Vole* does not win it, the two others are to divide betwixt them what lies upon the Board.

LII. When the *Vole* is undertook, the two that defend it may look in each other's Hands, the better to diſappoint it.

LIII. If he who undertakes the *Vole* plays *Sans-prendre*, or has *Matadores*, he is to be paid for them if he ſaves his *Beaſte*, tho' he does not win the *Vole*.

LIV. A *Codille* won, is not marked for a *Tour*.

LV. When a Number of *Tours* is agreed to be played, he that will not play to the End, ought to pay all that is loſt.

LVI. He that diſcards and takes in before his Turn, is Beaſted, if what he takes in is mixed with his Game.

Thus have I given all the Laws relating to *Ombre*; yet, cannot conclude this Article, without tranſcribing from Mr. POPE's *Rape of the Lock*, the beautiful Deſcription he has given, of the Manner of playing this Game (between *Belinda* and her *Two Knights* at *Hampton-Court*) in the following excellent Lines.

BELINDA

BELINDA now, whom Thirſt of Fame invites,
Burns to encounter Two advent'rous *Knights*
At OMBRE, ſingly to decide their Doom,
And ſwells her Breaſt with Conqueſts yet to come.
Strait the *Three* Bands prepare in Arms to join;
Each Band the Number of the ſacred *Nine*.
Soon as ſhe ſpreads her Hand, th' *Aerial* Guard
Deſcend, and ſit on each important Card:
Firſt *Aeriel* perch'd upon a *Matadore*,
Then each, according to the Rank they bore;
For *Sylphs*, yet mindful of their antient Race,
Are, as when Women, wond'rous fond of Place.

BEHOLD, four *Kings* in Majeſty rever'd,
With hoary Whiskers, and a forky Beard:
And four fair *Queens*, whoſe Hands ſuſtain a Flower,
Th' expreſſive Emblem of their ſofter Power;
Four *Knaves* in Garb ſuccinct, a truſty Band,
Caps on their Heads, and Halberds in their Hand;
And party-colour'd Troops, a ſhining Train,
Draw forth to Combat on the Velvet-Plain.

THE skilful Nymph reviews her Force with Care;
Let *Spades* be Trumps ſhe ſaid; and *Trumps* they were.

NOW move to War her ſable *Matadores*,
In ſhow like Leaders of the ſwarthy *Moors*.
Spadillia firſt, unconquerable Lord!
Led off two Captive Trumps, and ſwept the Board.

As

As many more *Manillia* forc'd to yield,
And march'd a Victor from the verdant Field.
Him *Baſto* follow'd, but his Fate more hard,
Gain'd but one Trump, and one *Plebeian* Card.
With his broad Sabre next, a Chief in Years,
The hoary Majeſty of *Spades* appears;
Puts forth one manly Leg, to ſight reveal'd;
The reſt, in many colour'd Robe conceal'd.
The Rebel-*Knave*, who dares his Prince engage,
Proves the juſt Victim of his Royal Rage.
Ev'n mighty *Pam*, that Kings and Queens o'erthrew,
And mow'd down Armies in the Fights of *Lue*;
Sad Chance of War! now, deſtitute of Aid,
Falls undiſtinguiſh'd by the Victor *Spade*.

THUS far both Armies to *Belinda* yield;
Now to the Baron, Fate inclines the Field.
His warlike *Amazon* her Hoſt invades,
Th' imperial Conſort of the Crown of *Spades*.
The *Club*'s black Tyrant firſt her Victim dy'd,
Spite of his haughty Mein, and barb'rous Pride!
What boots the Regal Circle on his Head,
His Giant Limbs, in State unweildly ſpread;
That long behind he trails his pompous Robe,
And, of all Monarchs, only graſps the Globe.

THE Baron now his *Diamonds* pours apace;
Th' embroider'd King who ſhows but half his Face,
And his refulgent *Queen*, with Powers combin'd,
Of broken Troops an eaſy Conqueſt find.

Clubs,

Clubs, *Diamonds*, *Hearts*, in wild Diſorder ſeen,
With Throngs promiſcuous ſtrew the level Green.

THE *Knave* of *Diamonds* tries his wily Arts,
And wins (O ſhameful Chance!) the *Queen of Hearts*.
At this, the Blood the Virgin's Cheeks forſook,
A livid Paleneſs ſpreads o'er all her Look;
She ſees and trembles at th' approaching Ill,
Juſt in the Jaws of Ruin, and *Codille*.
And now (as oft in ſome diſtemper'd State)
On one nice Trick depends the gen'ral Fate;
An *Ace* of *Hearts* ſteps forth: The King unſeen
Lurk'd in her Hand, and mourn'd his captive *Queen*;
He ſprings to Vengeance with an eager Pace,
And falls like Thunder on the proſtrate *Ace*.
The Nymph exulting, fills with Shouts the Sky,
The Walls, the Woods, and long Canals Reply.

THE

THE GAME of *PICQUET*.

TAKE a Pack of Cards, and throw out all the Duces, Threes, Fours, Fives, and Sixes; and you are to play with the reſt, which will amount to thirty two.

Otherwiſe you may buy Packs of *Picquet* Cards from the Card-Makers, which contain no more than what are uſed.

After you have ſettled what you play for, you are to agree how much ſhall make up; for this is in the Choice of the Gameſters: The common Way of playing it, is a Hundred up; and this ſeems to be the beſt Game, becauſe a Repicque generally wins the Game.

The next thing you are to do, is, to try who is to Deal; for you muſt obſerve, that at this Game the Dealer has a great Diſadvantage: You are each of you to cut the Cards,

Cards, he who ſhews the ſmalleſt Card is the Dealer.

A Man may cut as many, or as few Cards as he pleaſes, provided it is more than one; but one Card is no Cut.

And if by Accident it ſhould happen, that in cutting, ſome of the Cards ſhould drop out of your Hand, and ſome remain, (which often falls out through haſte) you muſt take no Notice of the Cards that fall, but the Cut muſt be decided by that Card which remains in your Hand with the reſt.

In reckoning up your Point, every Card is reckoned for as much as it bears; as Ten for Ten, Nine for Nine, and ſo down to the Seven, which is the loweſt, except an Ace, which is always reckoned for Eleven.

You muſt obſerve alſo, that all Court-Cards are reckoned for Ten.

And when you come to play the Cards, their Value is in the ſame Degree; as, the Ace wins the King, the King the Queen, the Queen the Knave, the Knave the Ten, and ſo down.

When the Deal is decided, the Dealer is to ſhuffle the Cards, and offer them to the other to be cut.

If in cutting he ſhould ſcatter, or any ways diſplace the Cards, they are to be ſhuffled and cut again.

If the Perſon who does not deal has a mind to ſhuffle the Cards, he may; but the Dealer is to give them the laſt Shuffle.

The Dealer may diſtribute the Cards, by four, by three, or by two at a time, as he pleaſes, till he has dealt twelve a-piece; but he muſt always go through the Deal to the end, with the ſame Number as he begins.

But becauſe this changeable Way of dealing ſometimes may give Offence, the Cards are generally dealt at this Game by two and two; and it ſeems beſt ſo.

When the Dealer has done, he is to lay the Stock juſt in the middle; when they come to examine their Game, if one of them ſhould find that he has not one Court-Card in his Hand, he is to declare that he has *Carte-blanche:* Then he is to tell how many Cards he will lay out, and deſire the other to diſcard, that he may ſhew him his Game.

When the other has diſcarded, he who has *Carte-blanche*, is to ſhew his Game upon the Table, that the other may be ſatisfied it is ſo; then he is to reckon ten for his *Carte-blanche*, and to diſcard, in order to play his Game: But he muſt lay out the ſame Number of Cards he declared.

The *Carte-blanche* is the firſt thing reckoned, and therefore prevents a *Picque* and *Repicque*.

When each has his Number of Cards, that is twelve, there remains eight, which (as I ſaid before) are to be laid in the middle; then

then he who is to play firſt may take five, which is a great Advantage, and leave but three to the Dealer.

But he is not obliged to take five, for that is to be at his Choice, or according to the Diſpoſition of his Game; he may take in but two, three, or four, obſerving to diſcard juſt the ſame Number.

When he takes leſs than five, he may ſee the reſt of them, and lay them again upon the Stock.

Then the other may take all that is left, or what Number of them he pleaſes, obſerving to diſcard as many; he may alſo look on the Cards he leaves, and the other may likewiſe ſee them, if he declares firſt what Card he will lead.

But take notice, that he is obliged to lead the Card he names.

And if by miſtake, or otherwiſe, he ſhould promiſe to lead a Card of a Suit which he had not in his Hand, he is obliged to play what Card the other ſhall appoint him.

Obſerve, that both the Dealer and he that leads, are obliged to diſcard at leaſt one, let their Games be ever ſo good.

After both have diſcarded and taked in, the eldeſt Hand is to examine what Suit he has moſt Cards of; then he is to reckon how many Points he has in that Suit, and ask the other if ſo many are good: If the other cannot reckon as many in that, or any other

other Suit, he tells one for every ten. An Example will make this plain.

If the Eldeſt Hand has Ace, King, Queen, and Knave of any Suit, he asks, *Are forty one good?* (We told you before that an Ace was counted for eleven, and every Court-Card for ten.) If the other cannot reckon up as many, he is to tell four for them; ſo if he had fifty, he is to tell five, if ſixty, ſix, and ſo on.

But ſuppoſe thirty five in either Hand ſhould be good, he who has them is to reckon as much as for forty, that is to ſay, four; and the ſame for any Number betwixt thirty five, and forty; but for any Number leſs than five, nothing is reckoned: As for forty one, forty two, forty three, or forty four, you reckon but four; ſo that by this you ſee there is as much reckoned for thirty five, as for forty four: The Rule is the ſame in all Numbers betwixt fifty, ſixty, *&c.*

He who reckons moſt in this manner, is ſaid to win the Point; when the Point is over, each is to examine what Cards he has in his Hand of the ſame Suit, which are Sequents: Theſe are called, either *Tierces*, *Quartes*, *Quintes*, *Sixiemes*, *Septiemes*, or *Huitiemes*, according to their Number and Value.

Theſe Terms may ſound a little like conjuring, to Perſons that do not underſtand

them; but they are only the *French* Terms, which we make uſe of, becauſe *Engliſh* will not expreſs the ſame thing in one Word.

Firſt, a *Tierce* is when three Cards follow one another in Degrees of Value, as Ace, King, Queen; and are worth three: If you add a Knave to theſe, it is called a *Quarte*, and is worth four; add a Ten, and it is called a *Quinte*; a Nine, and it is called a *Sixieme*; a Seven, and it is called a *Septieme*; an Eight, and it is called a *Huitieme*.

The Word *Tierce* is from *Trois*, three; *Quart*, from *Quatre*, four; *Quint*, or *Quinze*, fifteen: Though by a Corruption of Pronunciation we call it *Kent*; and the Word *Sixieme*, is the ſixteenth; *Septieme*, from *Sept*, ſeven; *Huitieme*, from *Huit*, eight.

Every *Tierce* is worth three Points, the *Quart* four, the *Quintes* fifteen, the *Sixieme* is worth ſixteen, the *Septieme* ſeventeen; the *Huitieme* eighteen; ſo that the Signification of the Terms inſtruct you what theſe things are worth, when you have them in your Hand.

You muſt obſerve, that theſe *Sequents* of Cards muſt be of the ſame Suit, otherwiſe they are of no Value.

Theſe *Tierces*, *Quartes*, *Quintes*, &c. are diſtinguiſhed in Dignity by the Cards they begin

begin from; as for Example, Ace, King, and Queen, are called *Tierce-Major*; King, Queen, and Knave, are called *Tierce to a King*; ſo Knave, Ten and Nine, are called *Tierce to a Knave*; ſo every *Quart*, *Quint*, or *Sixieme*, that begins from an Ace, is called *Quart*, *Quint*, or *Sixieme-Major:* When they begin from another Card, they are named from that Card.

Obſerve, that he who has the beſt *Tierce*, *Quart*, *Quint*, &c. being that which takes its Deſcent from the beſt Card, though he has but one, and the other has many inferiour, the beſt ſhall ſet all the others aſide, and render them of no Value.

So if one Perſon has a *Tierce*, or *Quart-Major*, and two or three inferiour ones, the *Tierce-Major* ſhall make all the ſmall ones good.

For Example, if one has a *Tierce-Major*, and a *Tierce of a Knave*, and another to a Ten in his Hand, and the other has a *Tierce to a Queen*; he who has the *Tierce-Major* ſhall reckon not only that, but the two ſmall ones alſo, and the *Tierce to a Queen* in the other Hand is worth nothing.

So a *Quart* in one Hand ſets aſide a *Tierce* in another; and ſo of the reſt, the higheſt renders the loweſt good for nothing; and he that has a *Sixieme* in his Hand that is good, may reckon *Tierces*, or *Quarts*; and

if the other has a *Quint* at the ſame time, it is ſet aſide.

And ſo it is of *Septiemes*, *Huitiemes*, &c. when you have one of theſe good in your Hand, it gives a Value to all the reſt.

When theſe are all told, you are to examine how many Aces, Kings, Queens, Knaves, or Tens, you have in your Hand; but no Number leſs than three of any of theſe are good for any thing, but three of any of theſe are worth three: As for the Nines, Eights, and Sevens, you are allowed nothing for them.

Obſerve, that the Cards are in the ſame Degree of Value here, is in every other Part of the Game; that is to ſay, the Aces are beſt, then the Kings, the Queens, the Knaves, and laſt of all the Tens.

If one has in his Hand three Aces, three Knaves, and three Tens, and the other three Kings; he who has the Aces, ſhall tell all his Threes, and the Kings are good for nothing: thus, among Cards as well as Men, *The* Great *o'ercomes the* Small.

He that has four Aces, four Kings, four Queens, four Knaves, or four Tens, reckons fourteen for them: And this is called a *Quatorze*, that is, provided they are good.

Four Aces muſt be always good, the reſt are good but as it happens; four Tens muſt be good, if the other has not four of any thing elſe.

If

If there are four Knaves, or Tens, in one Hand, three Aces, or Kings, *&c.* are not to be told in another Hand.

Thus when you have reckoned all your Game that is to be told in Hand; he whoſe Right is to play firſt, begins to play down: And every Card he plays down, above the Degree of a Nine, he tells one for; but for a Nine, and ſo downwards, he can reckon nothing; then the higheſt Card of a Suit always wins the Trick.

If two Cards of different Suits are played, that which leads wins the Trick, though the firſt was but a Seven, and the laſt an Ace.

It is not the Perſon that wins the Trick who always reckons for it, and in ſome Caſes both reckon one for the ſame Trick; I ſhall explain this Matter.

If the Perſon who leads, plays a tenth Card, he reckons one for it as ſoon as he plays it down; if the other plays another Card that is higher, he wins it, and alſo reckons one; thus they both reckon for the ſame Trick.

If the Leader plays an Eight, or Seven, he reckons nothing, and if the Follower ſhould win it with a Nine, he reckons nothing; for, as I ſaid before, no Card under a Ten can count at this Game: Nevertheleſs that Trick ſerves towards winning of the Cards.

But obſerve, that the Follower, that is, he who plays laſt, never reckons for his Card unleſs he wins the Trick.

And obſerve too, that there is one Exception to a Rule I laid down before, which is, that he who wins the laſt Trick reckons one for it, though it be won with a Nine, Eight, or Seven; if it be won with a Ten, or upwards, he reckons two for it.

When the Cards are played out, each is to count his Tricks; and he that has moſt, is to reckon Ten for winning the Cards: If they have Tricks alike, neither is to reckon any thing.

When the Deal is finiſhed, each is to mark up, what he got by the Deal; and ſo at the End of every Deal, till the Game is finiſhed.

When the Game is at an End, you are to cut again for the Deal, if you play on; and ſo every Game you play.

Sometimes it is agreed to play a certain Number of Games, and to deal alternatively to the End of thoſe Games. As for Example, *viz.* When it happens that both Parties are within a few Points of being up, the *Carte-blanche* is the firſt thing that reckons.

If there be no *Carte-blanche*, the Point is the firſt thing.

The ſecond thing is the Sequents, as *Tierces*, *Quarts*, *Quints*, &c. The next to thoſe to be reckoned, are the Threes, or *Quatorzes*; as

as three Aces, or four Knaves, or Tens, Queens, or Kings.

As for Inſtance, if both Parties ſhould be ninety-five of the Game, and one has in his Hand forty-five, or fifty, for Point; which we will ſuppoſe to be good: and the other a *Quint*, or a *Quatorze* of Aces, he who has the Point wins the Game; becauſe, as I ſaid before, it is to be reckoned firſt, and the reſt have the ſame Preference according to their Ranks, as is already ſhewn.

If one be ninety-nine of the Game, before he plays down the firſt Card; he plays it up, if it be a tenth Card, tho' he loſes the Trick.

If the Parties are ninety-nine each when they are to play down, the Leader muſt win the Game, if he plays a tenth Card; becauſe he tells as ſoon as he plays down, the other cannot till after the Trick is won.

Of the REPICQUE.

HE who without playing down, (that is, in *Carte-blanche*, *Points*, *Quints*, *Quatorzes*, &c.) can reckon up thirty in Hand, when the other has reckoned nothing, reckons ninety for them; and this is called a *Repicque*.

If he can make up above thirty in Hand, he reckons as much above ninety, as if he has

thirty-two, thirty-three, or thirty-four; he reckons ninety-two, ninety-three, ninety-four, and ſo on.

Of the PICQUE.

HE who can make up thirty, part in Hand, and part by Play, before the other has told any thing, reckons them for ſixty; and this is called a *Picque*.

It muſt be obſerved here, that when he makes his thirty, if he ſhould by Miſtake, omit ſaying ſixty, and reckon only thirty, and ſo go on with thirty-one, thirty-two, and then playing the Cards out ſo, he ſhould afterwards recollect his Error, and reckon thirty more for the *Picque*; he is not to loſe the Benefit of his *Picque*.

But, if he has marked up his Game; and the Cards are cut, and diſtributing for the Deal following, it is too late to recall, and his Game muſt ſtand as it is marked.

Of the CAPOT.

HE who wins all the Tricks, inſtead of reckoning ten, which is his Right for winning the Cards, reckons forty; and this is called a *Capot*.

I ſhould

I ſhould have obſerved before, that whenever the *Points*, the *Teirces*, *Quartes*, or *Quints*, are equal in both Hands, neither is to reckon any thing for them; tho' at other Games an Advantage in this Caſe is given to the firſt in Play, or the eldeſt Hand.

Of the Accidents *which happen at this* GAME, *and the* Penalties *that attend them.*

FIRST, if the Dealer by Miſtake, or otherwiſe, ſhould give a Card too many, or too few, it is at the Election of the Eldeſt Hand, either to play the Game, or make him deal again.

If the Eldeſt, having thirteen Cards dealt him, reſolves to play (you muſt obſerve, there can be but ſeven Cards in the Stock, if the Dealer has his twelve) in this Caſe he muſt lay out five Cards, and take in but four.

If he plays when he has but eleven Cards dealt, he muſt lay out a Card leſs than what he takes in.

And the Dealer is to do the ſame, if eleven or thirteen Cards fall into his Hand; but it is only in the Choice of the Eldeſt to play, or make him deal again.

If one ſhould have fifteen, or but nine Cards dealt him, which may happen when the Dealer does not think of what he is doing; in this Caſe the Cards muſt be dealt again, and neither have Power to hinder it.

He that has a *Carte-blanche*, *Point*, *Quints*, or *Quatorzes*, in his Hand, and plays down a Card before he remembers to name it, loſes the Benefit thereof; and ſo he does of every thing that is to be told in Hand, if he does not name them before he plays down.

If one Party names his Point, and the other allows it to be good; if he does not remember to ſhew it before he plays down a Card, it is good for nothing to him, and he muſt not reckon it.

So if he ſhould name *Tierces*, *Quarts*, or *Quints*, and not ſhew them before he plays down, he loſes the Advantage of reckoning them.

On the other Hand, when this happens, the Dealer ſhall tell his *Points*, *Tierces*, *Quarts*, or *Quints*, &c. tho' they are not ſo good as the others.

But he muſt likewiſe ſhew them before he plays down to the Leader's Card, otherwiſe he loſes the Right of reckoning them, as well as the other.

He that has *Threes*, or *Quatorzes* of Aces, Kings, Queens, Knaves, or Tens, is not obliged to ſhew them.

If

If one ſhould count a *Three*, or *Quatorze*, which he has not in his Hand, tho' he laid it out by Miſtake, or otherwiſe; if the other finds it out at any time before the Cards are cut for the next Deal, he cuts him off from all he reckoned, and he is to count nothing that he got by that Deal.

If the eldeſt ſhould count three Aces when he laid out one of them, and the other three Kings, or any thing elſe; he ſhall count his three Kings, tho' he does not diſcover the other's falſe Reckoning till the End of the Deal.

Obſerve, that tho' he who reckons falſe, can count nothing by the Deal; yet what he has in his Hand may hinder the other, and ſave a *Picque*, or a *Repicque*.

As for Example, he who counts three Aces falſe, and has a *Quint-Major* in his Hand; tho' he cannot count for it, it cuts the other off from counting any inferior *Quint*, *Quarts*, or *Tierce*.

He that takes in a Card more than he lays out, incurs the ſame Penalty, and counts nothing.

But he that takes in a Card leſs than he lays out, may count his Game.

He that has a Card leſs than his Number, muſt play Card for Card with the other, as long as his Cards laſt.

When one has twelve Cards, and the other but ten; if he who has the twelve

Cards, ſhould win ten Tricks ſucceſſively, then he has two Cards left in his Hand, which we will ſuppoſe to be the King of *Spades*, and any ſmall Card of another Suit; the Other has but one Card, which we will ſuppoſe to be the Ace of *Spades*: If the firſt plays his ſmall Card, the other muſt play the Ace of *Spades* to it. Thus he ſuffers a *Capot* for want of another Card; and this ſeems juſt, becauſe it was his own Fault that he wanted a Card.

When a Card is once played out of Hand, it cannot be taken up again, unleſs it be in the Caſe of a *Renounce*; then, if by miſtake, one ſhould throw down a Card of a different Suit when he has one of the ſame in his Hand, he may take it up again, and play down the other.

If the Leader ſhould play a King, and the other having the Ace of the ſame Suit in his Hand, ſhould in ſurprize play a ſmall Card of the ſame ſort, he cannot recall it, but muſt be content to loſe the Trick.

If one Perſon has three Aces in his Hand, and by Negligence ſhould count three Kings inſtead of his Aces, he counts nothing that Deal.

Provided, he does not recollect his Miſtake before he plays down his firſt Card; if he does, in all the aforementioned Caſes he ſaves the Penalty.

If

If when the Deal is half played out, one of the Parties, expecting to win no more Tricks, ſhould throw up the Cards, and mix them with the reſt; if he repents after, and would take his Cards up again, he is not allowed: But if they are not mixed with the reſt, he may take them up again, and play out the Deal.

When the Cards are played out, except two or three on one Side, and one ſuppoſing the other's Cards to be better than his own, ſhould throw them down; but finding himſelf miſtaken, he takes his Cards up again after, he ſhall be obliged to play which of the three Cards the other directs him.

It is not allowed in any caſe to diſcard twice: As for Example;

He who takes in firſt, lays out four Cards; therefore he is to take in but four: If by the outſide, or any other Means, he ſhould know the fifth to be a good Card, and offer to lay out another in order to take it in, the other muſt not allow him to do it.

And the Rule is the ſame in reſpect of the Dealer: If he does not take all the Cards that are left him, after he has once diſcarded, and taken in; he can diſcard no more, tho' he has not looked on the Cards he takes in.

Nor is it allowed before diſcarding, to look to examine the Cards you are to take in,

in, even on the outside, leſt they ſhould be known by their Backs.

He that takes in firſt, ſhould always tell how many he leaves, if he does not take in all his five; that the other may diſcard accordingly.

He that takes in a Card too many, and perceives it before he looks on them, may turn it back again.

Unleſs he mixes them with the reſt of his Game; in which caſe he loſes the whole Profit of that Deal, and reckons nothing as is obſerved before.

If any one takes the Cards to deal when it is not his turn, and ſhould Deal them all out; and if the other has examined his Cards, provided he that Dealt by Miſtake has not looked on his Cards alſo; he may throw them up to be dealt by the other.

If the Perſon who is to ſpeak firſt, ſhould ſhew a *Point*, or a *Tierce*, *Quart*, or *Quint*, &c. or a *Three*, or *Quatorze* of any thing, which the other ſhould allow to be good; if, after this, he ſhould find he was miſtaken, and that he has a better of that ſort than the Eldeſt ſhewed, he may count it afterwards: And he ſuffers nothing by this Miſtake, provided there be not a Card played down.

The *Carte-blanche*, as we told you before, is always firſt told, and muſt be ſhewed upon

on the Table, whether it be in the Hand of the Dealer, or of the other.

He that has nothing in his Hand but the *Carte-blanche*, ſaves a *Picque* or a *Repicque*.

If you ſhould have in your Hand three Aces, three Kings, three Queens, three Knaves, or three Tens, and in diſcarding lay out one of either of theſe, you are to count but three: Then the other may ask you which Ace, which King, *&c.* you laid out, and you are obliged to tell him; and if he requires it, you muſt ſhew him which you laid out.

If it ſhould happen that the Pack ſhould be falſe, (as ſometimes there may be two Cards of a ſort) when it is found out, that Deal goes for nothing; but if you have played ſeveral Deals before, with the ſame Pack, they are all good.

If the Pack ſhould be found falſe, the very firſt Deal you play, you muſt adjuſt the Pack, and begin again; but you are not to cut again for Deal, for the firſt Cutting ſtands good.

Every Gameſter is to lay his Diſcard near himſelf, which he has the Liberty of looking on as often as he pleaſes.

He that cuts the Cards is not to look at the bottom; if he ſhould, forgetting what he was about, they muſt be ſhuffled and cut again.

When

When the Cards are cut neatly, that is, without ſcattering or diſplacing, and neither have ſeen the Bottom; if the Dealer by ſome outward Mark ſhould know it to be a bad Card for him, and ſhould deſire the other to cut again, he ought not to conſent; and the Caſe is the ſame if he that cuts ſhould happen to know it to be a good Card for the Dealer: For the Cards are never to be cut twice, but in the Caſes before mentioned.

Whoever is found taking a Card in, that he had laid out before, loſes the Game.

When, by Miſtake, one has taken a Card in, more than he had laid out, and to avoid the Penalty, which is, of reckoning nothing that Deal, he ſhould attempt ſecretly to lay it out again, he is to loſe the Game.

This Game is always played with Lurches, unleſs it be firſt agreed on to the contrary; that is, when the Loſer cannot make up fifty, before the other wins the Game, he is to pay him double.

If they play for a Guinea a Game, he that is lurched loſes two.

Of

Of the POOL.

THE *Pool* is another way of playing *Picquet*, only invented for Society; it is in every reſpect played the ſame way with the other Game; but it is a Contrivance to bring in a third. As for Example:

Three Perſons are to cut, he who cuts the higheſt Card ſtands out the firſt Game, for it is held an Advantage to be out firſt. Then the others are to cut for Deal, as is before directed; if they play for Guineas, they are to lay down a Guinea a-piece, which makes three Guineas: Then he who loſes the firſt Game lays down a Guinea more, and goes out, and he who ſtood out before, ſits down. If the firſt Gameſter beats him alſo, he ſweeps the Board, which is called winning the *Pool:* And the Loſer muſt lay another Guinea to it.

But if he who won the firſt Game, loſes the ſecond, he pays his Guinea, and makes room for the other: Thus it goes round ſometimes, till the *Pool* amounts to a great Sum.

You muſt obſerve, the *Pool* is never won, till one Perſon gets two Games ſucceſſively.

Every Perſon that loſes a Game, lays down a Guinea to the *Pool.*

When

When any Perſon is lurched at this Play, he lays down one Guinea to the *Pool*, and pays another to him who lurched him.

This is all that can be ſaid upon *Picquet*; the Directions are ample enough to inſtruct any Perſon in the Game. As to the Art of Playing well in order to win, which conſiſts chiefly in playing the Cards, I think it cannot be demonſtrated this way by Direction. It is a Science which muſt be acquired by Practice, or by obſerving thoſe who are very expert in it.

THE ROYAL GAME OF CHESS.

I. I SHOULD first inform my Pupil, that this GAME requires Conduct and Attention, and even good Reaſoning; ſo that I believe it is a juſt Remark, that, *A* Fool *never played it well.*

II. It has one thing peculiar to it, which is, that the Incidents and Turns are ſo many, and ſo various, that it will be found both delightful and entertaining, even where People play for nothing; which can hardly be ſaid of any other Game.

III. The Theatre upon which this Game is acted, is a chequered Board, half Black, and half White, painted like a *Draught-Board,*

Board, which may ſerve for this Uſe upon Occaſion.

IV. The Game is performed by two little Armies drawn-up, in Order of Battle, oppoſite to each other; each Army is commanded by a *King*, and ſeveral *great Officers*, tho' when you come to Examine them cloſe, This KING is no more than a Piece of *Stick*, or *Ivory*, as are ALL under his Command.

V. The Officers (including the King) conſiſt of eight principal Perſons, who are ſized according to their Dignity, and have their particular Titles and Qualities.

VI. The common ſort conſiſts of eight Pioneers, one ſtands before every Officer; theſe are called *Pawns*, and are but low of Stature.

VII. The *King* is the firſt, and whenever he is Loſt, the Battle is at an End.

VIII. The *Queen* is next in Degree, who bears her Royal Husband Company in the War; ſhe does not only animate him with her beautiful Aſpect, but likewiſe defend him when in Danger, and attack his Enemies.

IX. The two Rooks are next in Degree to the Queen.

X. The two Knights are next to them, who do great ſervice generally in the beginning of an Action, and are very furious for ſome time; but towards the End they are not ſo ſerviceable.

XI. There

XI. There are two Biſhops likewiſe, (for the Army muſt not be without Chaplains) which are of moſt ſervice towards the End of an Action: Perhaps the Reader may think it is to aſſiſt the dying Men, but we ſhall give him to underſtand preſently that they have ſomething elſe to do.

XII. Theſe in *French* are called *les Fous*, that is, *Fools*; but who it was that firſt tranſlated that Word for Biſhops I cannot tell.

XIII. The next are the *Pawns*; who, tho' they are no other than common Soldiers, yet when they are well commanded, they ſometimes perform great Actions.

XIV. The Method of Drawing up this little Army; is as follows: The eight principal Figures are to be placed in the loweſt Rank of the Board, next to the Gameſter, in this manner; Firſt, the *King* upon the fourth Spot from the Corner, which is White; his *Queen* is to be placed upon the Black Spot on his Right-hand; the two *Biſhops* are to ſtand one next the *King*, the other next the *Queen*; the *Knights* upon the ſides of the *Biſhops*; and the two *Rooks*, one in each Corner. The *Pawns* are placed juſt in the Rank before them, to ſerve as their Rampart: Thus the Poor are only made uſe of to defend the Great.

XV. The other Army muſt be drawn up on the oppoſite End of the Board in the ſame

ſame manner; and leſt they ſhould not be diſtinguiſhed when they come to be mixed, one Army is always cloathed in *Black*, the other in *White*.

XVI. The *King* is very grave and ſolemn in his Pace, ſo that it may be ſaid, he moves with a great deal of Majeſty; his March is ſlow, and he only moves from one Chequer to another forward in a Line, or ſideways in a Line, or backward in a Line.

XVII. If he meets with any Scout of the Enemy's in his way, he may take him Priſoner, and Place himſelf where he ſtood; and when it is his turn to move again, he may go backwards, ſideways, or retire.

XVIII. You muſt obſerve, that the Gameſters muſt move by turns, as they do at *Draughts*.

XIX. Some maintain, that the *King* may at his firſt Motion go over three Chequers at once, either forwards, or ſideways, or take an indirect Jump, as the Knight does, which ſhall be explained hereafter: But the Game is ſcarce ever played ſo, for theſe quick Motions do not ſeem conſiſtent with the Statelineſs of a King. The moſt he can do, as it is now played, is, to paſs over one Chequer the firſt Motion; but after that, he can only move from Chequer to Chequer, in the manner before deſcribed.

XX. The *Queen*, according to the Lightneſs of her Sex, may paſs from one end of the

the Board to the other at one Movement, either in a Line forward, or in a Line ſide-ways, provided the Paſſage be clear; and if any of the Enemy ſtand in her way, ſhe may take him Priſoner, and ſtand in his place. By this you may ſee the *Queen* is her Royal Conſort's beſt Defence, and is generally moſt forward to attack the Enemy.

XXI. The *Biſhop* has a Motion hard to be deſcribed upon Paper; it is neither directly forward, nor altogether ſide-ways, but betwixt both; it is an oblique Movement, he may either move from Chequer to Chequer, or run along a whole Row, according as he ſees his Advantage to ſnap an Enemy.

XXII. One *Biſhop* ſtands upon a black Chequer the other upon a white; he who ſtands upon the black, moves upon a black Row, and never touches the white; he that ſtands upon white, never touches black.

XXIII. The *Knight* has but one way of moving, which is a very odd one; for he jumps from black to white, and from white to black: In this Motion he jumps over one Chequer, not directly forward, but moves in the form of a Demicircle; and if one of the Enemy ſhould ſtand next to him he can (to ſhew his Agility) jump over his Head.

XXIV. An *Officer*, or a *Pawn* of the Enemy's, may ſtand next to a *Knight*, or a *Biſhop*, without danger; for theſe being confined

to

to one way of moving, can hurt nothing but what lies directly in that way.

XXV. The *Knight* (as is before obſerved) is of great uſe in the beginning of the Battle; for very often he makes a Paſſage through the Enemy's Army, and forces his way up to the *King*, whom he attacks, and to whom he gives *Cheque-mate*; but at the latter end of an Action, he has not the ſame Opportunities of exerciſing his Valour: Therefore the beſt Play is to employ him at firſt.

XXVI. Giving the KING *Cheque-Mate*, is putting him in Danger; for it muſt be obſerved, that whenever the King's Perſon is in danger of being taken by the Enemy, out of Reſpect to *Royal Majeſty*, notice muſt be given him by ſaying *Cheque*, that ſo he may either retire, or cover himſelf with ſome of his Men; for when he is taken, his Army is loſt, and there is an end of the Game.

XXVII. If thoſe that put the Enemy's King into this danger, ſhould omit ſaying *Cheque*; they cannot take him.

XXVIII. The Motion of the *Rooks* is in a direct Line every way; they can neither croſs the Chequers, as the *Biſhops* do, nor hop like the *Knights*: They may either move from Chequer to Chequer, or elſe as far as the Paſſage is clear. If any of the Enemy ſtands in their way, to interrupt their March, they may take him Priſoner, and ſtand in his Place, as all the others muſt when

when they take a Priſoner, till the next Movement. They are placed one at one Corner, and the other at another Corner of the loweſt Row, in the ſame Rank with the other Commanders. Thus they defend the Flanks of the Army, and guard the Quarters of the King and his Officers; but they are ſeldom put upon Action till after ſeveral Skirmiſhes and Repulſes: They generally do more Service than any, except the *Queen*.

XXIX. The eight *Pawns* are placed in the Rank before the Commanders, one before each Officer. At their firſt Movement they may, if it be thought neceſſary, paſs over two Chequers, reckoning That they come from, for one; after that, they can only move from Chequer to Chequer in a direct Line forwards: But if one of the Enemy ſhould ſtand next to one of them in an oblique manner, they may take him. And if, with the hazard of his Life, any of them ſhould make his way up to the firſt Rank of the Enemy, he is immediately preferred, and made an Officer, and the *King* may prefer him to the Poſt of any Officer he has loſt. If the *Queen* herſelf had been taken Priſoner, ſhe muſt be exchanged for this *Pawn*.

XXX. As to the Method of playing your Men at *Cheſs*, it is impoſſible to give Directions; for that depends upon Fancy, or a

Man's particular Deſign at Play: And the Occurrences that happen, and various Diſpoſition of the Enemy, will often force you to change your Meaſures.

XXXI. The great Error of thoſe who are not very perfect in this Game, is, That they are apt to play too open at the beginning of the Game, as if they apprehended no Danger while the Enemy's Army is at a diſtance: But they ſhould remember, that the *Queen*, a *Biſhop*, and a *Rook*, can take a Priſoner from one end of the Board to the other, if he lies uncovered.

XXXII. After ſome Movements, you will find it impoſſible to proceed without expoſing your Men or Officers; therefore your good Players will give up an inferior Officer, to take a ſuperior one, from the Enemy. For Example, you ſhould play your *Knight* juſt in the Jaws of a *Rook*, provided you had placed another Officer in Ambuſcade to ſurprize him.

XXXIII. The beſt Players always endeavour to get behind the Enemy, in order to attack the *King*, and give *Cheque-Mate*; that ſo by this means they may either take him, or block him up, and ſo win the Game.

XXXIV. There are two Ways of Chequering the *King*: The *Firſt* is, a *Simple Cheque*, when the *King* can either retire out of danger, or cover himſelf with an inferior Man, or take that Man that Cheques him.

XXXV. The

XXXV. The *Second* is, when the *King* is ſo beſieged and over-powered, that he can neither move, nor defend himſelf, nor cover himſelf with another: This is called *Cheque-Mate*, in which Caſe, the Game is loſt.

XXXVI. This is all that can be ſaid towards teaching the Game of *Cheſs*; and you may perceive, it requires Reaſon and good Conduct. It is an old Remark, That whoever is a good *Cheſs* Player, cannot but make a good General of an Army, wherein there is room for an infinite number of fine Stratagems and Turns. It is very different from moſt other Games, which are tireſome and fatiguing, unleſs the Lucre of what you play for draws your Attention.

The *Game* of *Cheſs* is an Entertainment for Men of Senſe, who without running the hazard of thoſe unhappy Events, which ſometimes attend high Play, may find an agreeable Amuſement, without Charge or Danger.

POSTSCRIPT.

LAUDABLE must be allowed to have been the Labours of a Gentleman in his *Detection* of the *Frauds* of Gameing *. But it luckily happens, that *Two* of the *Games* herein treated of, OMBRE and CHESS, are exempted from his Charge. As to the Game of PICQUET, it is liable to great Impoſition, upon the ignorant Player; and therefore that his uſeful Cautions may, as no doubt he deſigned them, have an Univerſal Effect, I ſhall give the Obſervations he has made upon that *Game*, almoſt, in his own Words, *viz.*

PICQUET is now become ſo common, that even the meaneſt People have been inſtructed, and let into all the Tricks and Se-

* See, a Book intituled, The whole Art and Myſtery of *Modern Gaming*, fully Expoſed and Detected. in 4to. 1726. *Pag.* 95, 103. & *ſeqr.*

crets

crets of it, in order to render them compleat Sharpers.

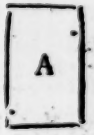
Breef-Cards may be uſed in this *Game* for *Cutting*, as they are in *Others*; of *Theſe*, there are two ſorts; *One* longer, than the reſt; the *Other* broader, than the reſt. And the Advantage gained by them, is as the *Adverſary* manages it, by *Cutting* the longer, or broader, as beſt ſerves his Purpoſe, or impoſing upon the *Dealer* when it is his turn, to *Cut* thoſe which makes moſt againſt him.

I ſhall next mention ſome things relating to PICQUET, which are equally applicable to all other *Games* at *Cards*, viz.

Marked CARDS.

It cannot be denied, that to know the *Aces*, *Kings*, *Queens* and *Knaves*, is the principal Part of this *Game*; and all other *Games* at *Cards*, eſpecially, ſince by this means, any Card you deſire may be ſecured at Pleaſure.

Firſt then, I ſhall ſhew how I have known *Cards* marked.

I. *Aces* with one Spot, at the oppoſite Corners; thus 

II. *Kings* with Two Spots, thus

III. *Queens* with one Spot, traverſed, thus

IV. *Knaves* with Two Spots, thus

The next Difficulty will be to mark the *Cards* in ſuch a Manner, that *They* may not be diſcovered by your *Adverſary*, and at the ſame time appear plain to *your Self*, which is to be thus effected.

Make a fine-pointed Pen, and take ſome clear Spring-Water, and make your Dots upon the glazed Cards at the Corners according to the Directions above, and they will paſs if they are well done; you may Colour your Water with *Indian-Ink* to make the *Marks* more or leſs conſpicuous, as you will beſt judge by your Eye.

Thirty-two Cards are the Number made uſe of at *Picquet*, ſo that juſt half of them will be known to you; and in *Dealing* you may have an opportunity to give your ſelf thoſe you like beſt; and if you cannot conveniently *change* the *Pack* according to your Deſire,

Deſire, you will commonly know what you are to *take in*, which is a demonſtrative Advantage to win any one's Money.

All the Inference I ſhall draw from this Gentleman's Informations, is, that as none of my *Fair-Readers*, it is hoped, ever practice ſuch baſe Arts; they only ſtand here, as a fixed Brand, againſt thoſe who ſeem to glory in the deteſtable Life of a ſharping Gameſter.

It has been judiciouſly aſſerted by an Eminent Foreigner, * "That in GAMES of "*Chance*, FORTUNE has not that Power "which is commonly aſcribed to *Her*; be- "cauſe, *ſays he*, if *Two Perſons* play a con- "ſiderable Time, upon equal Terms, they "will neither *Win* nor *Loſe*, but part *Sa-* "*vers*. Whereas, an expert *Gameſter*, if he "is any length of Time engaged with his "*Antagoniſt*, is ſure of *Winning*; becauſe, "in all GAMES of *Chance*, there is an Art "of *Conjecturing*; whereby, through a cer- "tain *Calculation*, it is to be determined how "much a *Gameſter* may *Win* or *Loſe*, in "ſtated Periods of Time". By which it is ſelf-evident, that in all GAMES *Judgment* muſt get the better of *Chance*.

Feb. 9. 172$\frac{7}{8}$. R. SEYMOUR.

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* *Vid.* Ludorum Scientia, publico beneficio illuſtrata. Opus *Joannis Rizzetti*. Venet. 1725. in 4*to*. *pag*. 40.

Mr. WYCHERLEY'S

SIMILE

On the Game of PICQUET.

IN Courts, *as at* PICQUET, *a* ſhuffling *King*,
Does the Top *Cards, oft to the* Bottom *bring*;
And in Courts *too, as at* Picquet, *we've ſeen*
Good *Cards diſcarded, and worſe taken in.*

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What Turns of Fortune on good Writers wait.

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